

Make You Kingdom!!

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Kingdom Book

Kingdom Creation

The Kingdom

The Kingdom is a small community inside the Dungeon that the players rule. Although it is referred to as a Kingdom for convenience's sake, it could be a village, a school, a company, or any other type of small group. Typically, in Make You Kingdom, all of the players take control of one Kingdom and, as its members, attempt to raise and nurture it. The Kingdom's assets can be thought of as being the collective assets of all the characters attached to it.

In order to create a Kingdom, first take a copy of the Kingdom Sheet and a Map Sheet. Then, follow the "Kingdom Name," "Kingdom Environment," "Population," "Kingdom Attributes," and "Geography" steps in order, filling out the information on the sheets.

Kingdom Name

Decide on a name for the Kingdom after discussing among yourselves. If you cannot reach a consensus, you may also come up with a name at random using the Kingdom Name Tables.

Kingdom Name Tables

If you wish to use the Kingdom Name Tables, first choose three players. Each of them rolls 1D66 on each of three Kingdom Name Tables to come up with a provisional name for the Kingdom. If anyone is unhappy with the name, any of the remaining players may make one re-roll on one of the tables of their choice and change the result.

Kingdom Name Table 1					
Roll	Result	Roll	Result	Roll	Result
11	Dark	23	Neo	36	Third
12	Royal	24	Holy	44	Central
13	Super	25	Orthodox	45	Imperial
14	Republican	26	Absolutist	46	United
15	Ancient	33	Great	55	Independent
16	Socialist	34	Ascendant	56	Eastern
22	Free	35	Deep	66	Constitutional

Kingdom Name Table 2					
Roll	Result	Roll	Result	Roll	Result
11	Hero	23	Qing	36	Overman
12	Allied	24	Dragon	44	Invincible
13	Ground Zero	25	Cat	45	Back Alley
14	Dungeon	26	Banana	46	Roman
15	Disaster	33	Fantasy	55	(Choose a word)
16	Demon	34	Adventure	56	(Name of where you're playing)
22	Conquest	35	Magical	66	(King's Name)

Kingdom Name Table 3					
Roll	Result	Roll	Result	Roll	Result
11	Kingdom	23	Planet	36	Emirate
12	Dynasty	24	Principality	44	Shogunate
13	Corporation	25	-opolis	45	Territories
14	Academy	26	Autonomy	46	Village

Kingdom Name Table 3

Roll	Result	Roll	Result	Roll	Result
15	Federation	33	Colony	55	Block
16	Collective	34	Empire	56	Land
22	Republic	35	Alliance	66	Clan

Kingdom Environment

Determine any special characteristics of the Kingdom and the surrounding areas. Each player and the GM roll once on the Kingdom Traits Table, and then roll on the appropriate tables.

Kingdom Traits Table

Roll	Result
2-3	Your Kingdom has developed a unique skill. Roll on the Skills Table.
4-5	Your Kingdom has a special custom. Roll on the Customs Table.
6-8	Your Kingdom has a valuable resource. Roll on the Resources Table.
9-10	Your Kingdom has a Facility. Roll on the Facilities Table.
11-12	Your Kingdom's people are the descendants of a unique race. Roll on the Races Table.

Skills Table

Roll	Result
1	Your Kingdom is a land of sorcerers, who concentrate on magical research and development. You receive a Library and a Guild (Astrology, Summoning, or Science).
2	Your Kingdom is a land of entertainment that embraces its musicians and artists. You receive a Theater and a Guild (Performance).
3	Your Kingdom is home to a group of warriors valued for their martial prowess. You receive Chevaliers and a Guild (Melee or Ranged).
4	Your Kingdom is a producer, home to famous artisans. You receive a Blacksmith and a Guild (Dungeon or Item).
5	In the past, your Kingdom was a vassal of one of the Great Powers, and still has a strong relationship with them to this day. Choose a Power at random. You receive that Power's related Facility and a Guild (Negotiation).
6	Your Kingdom has been lucky never to meet with misfortune, and has remained consistent and stable. You receive a Cutchery and a Guild (Useful).

Customs Table

Roll	Result
1	The summer stars blessed your Kingdom with a bountiful harvest. Increase the Lifestyle Level of the Kingdom by 1 point.
2	Your Kingdom encourages the arts, and boasts a vibrant culture. Increase the Culture Level of the Kingdom by 1 point.
3	Your Kingdom is one of strict laws, and a long history of obedience. Increase the Order Level of the Kingdom by 1 point.
4	Your Kingdom is home to many former adventurers and soldiers. Increase the Military Level of the Kingdom by 1 point.
5	Your Kingdom is known for dealing in a specific product. You receive a Staple. Roll on one of the Random Word Tables to determine what that product is, and, after discussing it with the GM, choose an appropriate Material.
6	Your Kingdom is a strongly devout one. You receive a Temple. Choose either Angel or Deep One. When you Level Up or Retrain, you may learn a Monster Skill known by a Monster of that type whose Level is less than or equal to your own.

Resources Table

Roll	Result
1	Your Kingdom boasts of its talented citizens. Using the Birth Table, choose a Job at random. You receive 1 Talent with that Job.
2	Your Kingdom has been free of from attacks from monsters and enemy kingdoms for quite some time. Increase the number of Citizens by 3D6.
3	Your Kingdom has learned to coexist with monsters. You receive a Ranch. You gain 1D6 Monster Citizens. Roll 1D6 to determine what type: 1-Ogrekin; 2-Horselizard; 3-Dwarf; 4-Elf; 5-Goldfish; 6-Hurry Fox
4	Your Kingdom recently entered into an alliance with another Kingdom. Choose a random unknown region from the Known World section of the Kingdom Sheet. There is a kingdom in that region. Using the Kingdom Name and Market Tables, determine that kingdom's name and what type of Staple they produce. Your Relationship with that kingdom becomes Allied.
5	Your Kingdom recently discovered the piggy bank of a former ruler. Increase the Treasury by 1D6 MG.
6	Your Kingdom is connected to another region by a set of stairs. Choose an unknown region adjacent to your Kingdom from the Known World section of the Kingdom Sheet. You may make that region part of your Kingdom. The map has 1 Entrance and 1D6 Corridors, and you may use any rooms that are connected to the Entrance by a Corridor. If you roll this result twice, add an additional 1D6 Corridors to that map. If all of the rooms are connected, you receive an additional region.

Facilities Table

Roll	Result
1	Your Kingdom has ruled this region for generations. Roll 1D6 and receive that Facility: 1-Throne; 2-Hall; 3-Council; 4-Cutchery; 5-Chevaliers; 6-Temple
2	Your Kingdom was blessed with spacious rooms and high ceilings. Roll 1D6 and receive that Facility: 1-Slum; 2-Backstair; 3-Mixed Area; 4-Inn; 5-Plaza; 6-Onstead
3	Your Kingdom has had a secret room passed down by your ancestors for generations. Roll 1D6 and receive that Facility: 1-Recycle Shop; 2-Observatory; 3-Citadel; 4-Training Center; 5-Hideout; 6-Training Gym
4	Your Kingdom cares about its citizens, and devotes itself to their well-being. Roll 1D6 and receive that Facility: 1-Execution Ground; 2-Depot; 3-Depot; 4-School; 5-Jailhouse; 6-Hospital
5	Your Kingdom is a hot spot for recreation, and customers come to visit even from other kingdoms. Roll 1D6 and receive that Facility: 1-Casino; 2-Bar; 3-Zenana; 4-Arixang; 5-Colosseum; 6>Showplace
6	Your Kingdom is located in the frontier. Roll 1D6 and receive that Facility: 1-Farm; 2-Blacksmith; 3-Ranch; 4-Trading Post; 5-Hunting Ground; 6-Staple

Races Table

Roll	Result
1	Your Kingdom is located where an ancient dragon was turned into a dungeon, and has inherited his blood. When you Level Up or Retrain, you may learn a Monster Skill known by a Beast Monster whose Level is less than or equal to your own.
2	It is said that, long ago, a Faerie Queen disappeared in your Kingdom. When you Level Up or Retrain, you may learn a Monster Skill known by a Fairy Monster whose Level is less than or equal to your own.
3	Your Kingdom is said to be descendants of the demon lord. When you Level Up or Retrain, you may learn a Monster Skill known by an Aberration Monster whose Level is less than or equal to your own.
4	Your Kingdom was built long ago by alchemists, with the help of a large number of their creations. When you Level Up or Retrain, you may learn a Monster Skill known by a Construct Monster whose Level is less than or equal to your own.
5	Your Kingdom has a dramatic history, where once everyone was turned into undead by a Necromancer. When you Level Up or Retrain, you may learn a Monster Skill known by an Undead Monster whose Level is less than or equal to your own.
6	In the past, your Kingdom was trampled by Ogres, and their blood continues to mix with yours. When you Level Up or Retrain, you may learn a Monster Skill known by an Ogre Monster whose Level is less than or equal to your own.

Population

Population represents the total number of the Kingdom's Landmakers, Citizens, Talents, and

Monster Citizens. During Kingdom Creation, it starts at 50 people. Add to that number any Citizens or Talents gained during the Kingdom Environment Step, as well as the Landmakers, to determine the final starting population.

Landmakers and the Court

The Landmakers are the characters controlled by the players. The Landmakers, as a whole, are referred to as the Court. While they are much stronger than normal people, a Kingdom with too many Landmakers increases the possibility of the Kingdom's collapse or the occurrence of disasters, and increases the Kingdom's Upkeep Cost. Any Landmakers not participating in the game may be used as Talents.

Citizens

Citizens are normal people who live in the Kingdom. While individually there are limits to their strength, when their numbers increase, so does the power of the Kingdom. If push comes to shove, they can also fight and collect information as the Landmakers' Followers.

Monster Citizens

Generally, Monster Citizens are treated as regular Citizens. However, in order to note what type of monster they are, they are recorded on a special section of the sheet.

Talents

Talents possess special skills and abilities, though not to the extent of Landmakers. When you leave a Talent behind in the Kingdom during a game, you may use each Talent's "Effect as a Talent" ability one time. The Landmakers may use, at most, a number of Talents equal to the Kingdom's Culture Level. If the "Effect as a Talent" section of a Job's description does not state otherwise, you may use it whenever you wish. When you use a Talent, place a check mark next to that Talent's name on the Kingdom Sheet.

After filling out each section of the Kingdom Sheet, add all of the numbers together. That sum is your Kingdom's Population. When the population passes a certain point, the Kingdom Level increases. See the Kingdom Level Table for more details.

The Kingdom Level has an effect on the growth of the Kingdom and its characters. If you wish for the Kingdom and the Court to become stronger, it is necessary to add to the population and increase the Kingdom Level.

Kingdom Level Table		
Population	Level	Title
11-50	1	Ghetto Palace
51-100	2	Tabletop Kingdom
101-200	3	Small Kingdom
201-500	4	City-state
501-1000	5	Central power
1001-2000	6	Satellite Country
2001-5000	7	Allied Nation
5001-10000	8	Divine State
10001-20000	9	Great Empire
20001+	10	Great Power-tier

Kingdom Attributes

Kingdom Attributes are a numerical representation of the richness of your Kingdom. They are divided into the following four types.

Lifestyle Level

The Lifestyle Level represents your economic prosperity. During the Kingdom Phase, each character may acquire one Common Item with a maximum Cost equal to the Lifestyle Level. You may carry over an amount of Treasury acquired during the game equal to the Lifestyle Level. If you are going to carry over any of the Treasury, this is decided during the End Phase.

Culture Level

The Culture Level represents the extent of your education and ideals. Landmakers may use a number of Talents equal to the Culture Level during each game. If the "Effect as a Talent" section of a Job's description does not state otherwise, you may use it whenever you wish. When you use a Talent, place a check mark next to that Talent's name on the Kingdom Sheet.

Order Level

The Order Level represents the level of the Kingdom's safety. When you roll a population increase on the Kingdom Change Table, it increases by a number of Citizens equal to the Order Level.

Military Level

The Military Level represents the military strength of the Kingdom's people. Before the Earnings Report step of the End Phase, you may recover a number of Followers and Citizens lost during that game equal to [Military Level] D6.

During Kingdom Creation, all Kingdom Attributes start at 1. Add any increases to your Kingdom Attributes acquired during the Kingdom Environment step. You may also apply a number of bonus points equal to the Kingdom Level, distributed however you choose among the Kingdom Attributes. Finally, add all of these together to find your starting Kingdom Attributes.

Geography

After deciding your Kingdom Attributes, you must determine the geography of your Kingdom and the surrounding areas. Geography is split into two parts, the Kingdom itself, and the Known World.

Kingdom Geography

To determine your Kingdom's internal geography, first take a copy of the Map Sheet. If you acquired any additional regions in the Kingdom Environment step, prepare that many additional Map Sheets. After you have prepared the map, build a Royal Palace in the center of it. Record a Royal Palace in room B-2 of a map of your choice. If you received any Facilities during the Kingdom Environment step, record those Facilities' names in any empty rooms on the map.

After all the Facilities have been placed, you may place one Corridor for each room. Corridors may be placed wherever you wish, however, if a Room is not connected via a Corridor, you may not use that Room or a Facility placed inside it.

After placing the Corridors, you place an Entrance. An Entrance is the border between that map and another map. During Kingdom Creation, assuming you do not have any special Facilities, this Entrance is the only way to leave the Kingdom. Choose any room besides B-2 and choose one exterior wall of that room to place an Entrance on. A map may have up to two Entrances.

The Known World

Randomly determine a starting location for your kingdom from the Known World section of the Kingdom Sheet. Also do so for any areas from the Environment Phase.

The Known World represents what you know about the regions that surround your Kingdom. Conversely, the areas that you know nothing about are called unknown regions. When your Kingdom is first created, there will be many unknown regions, but as you progress on your adventures and your Kingdom grows, more information about the areas surrounding your Kingdom will come to light.

First, choose a region at random from the Known World section of the Kingdom Sheet. That is

where your Kingdom is located. During Kingdom Creation, the only region you will know is your Kingdom. If you learned about any other regions during the Kingdom Environment step, record those areas' names as you were instructed.

Other

There are a few other statistics that must be determined for the Kingdom.

Voices of the People

Voices of the People represent the hopes the people have for the Landmakers. This value usually starts at 10 at the beginning of a game. The maximum value of Voices of the People is equal to $[10 + \text{Kingdom Level}]$.

Treasury

The Treasury is the funds that the Kingdom may spend freely, represented in MG. During Kingdom Creation, if the Treasury was not increased in the Kingdom Environment step, it starts at 0MG.

Diplomatic Relations

If there are other kingdoms in the Known World, determine your Relationship with those kingdoms. For each kingdom, roll 1D6 on the Other Kingdom Relationship Table to determine your Relationship with that kingdom.

Other Kingdom Relationship Table	
Roll	Relationship
1	Allied
2	Friendly
3	Neutral
4	Neutral
5	Dangerous
6	Hostile

Character Creation

Characters

Characters are all of the various people who appear in Make You Kingdom. Typically, each player creates a single character and controls their actions. The character that you create and control is known as a Player Character (or PC, for short).

There are also several other types of characters that may appear in a game.

NPCs

NPC is short for Non-Player Character. They are called that because they are controlled by the GM, rather than by a player. Usually, any character that appears during an adventure who is not a PC is treated as an NPC. There are three types of NPCs; Important NPCs, Monsters, and Extras.

Important NPCs

An Important NPC is any NPC that has the same types of stats as a PC.

Monsters

Monsters are NPCs with simplified stats.

Extras

Extras are Citizens, Talents, and any type of NPC that has no stats. They are generally only relevant for roleplaying.

In order to create a character, first take a blank Character Sheet. Then follow the "Basic Characteristics," "Class and Job," "Ability Scores and Derived Ability Scores," "Skills," "Starting Equipment," and "Relationship Scores" steps in order, filling out the information on the sheet.

Basic Characteristics

Basic Characteristics include the following four items. If for some reason you cannot think of them now, you may determine your Class and other characteristics first, and return to this step later.

Level

Your Level represents your overall strength. You begin the game at Level 1.

Name

Choose a name for your character. If you wish, you may use the Name Tables to do so. Roll 1D6 on the Name Generation Table, and then roll on the appropriate tables.

Background

Your Background represents the circumstances of your character's birth, and your destiny. Determine your Background randomly using the Background Table.

Other

You may choose your character's gender, age, personality, etc... freely.

Name Tables

If you want to choose your name randomly, or if this is your first time playing Make You Kingdom, you may wish to use the Name Generation Table. Roll 1D6 and apply the results.

Name Generation Table	
Roll	Result
1	Name Table A + Nickname Table A
2	Name Table B + Nickname Table A
3	Exotic Name Table + Nickname Table A
4	Name Table A + Nickname Table B
5	Name Table B + Nickname Table B
6	Fantastic Name Table + Nickname Table B

Name Table A (Male/Female)					
Roll	Result	Roll	Result	Roll	Result
11	Orange/Jasmine	23	Bamboo/Olive	36	Tuba/Organ
12	Houzuki/Asagao	24	Cloud/Clima	44	Nan/Cookie
13	Clover/Datura	25	Tao/Snow	45	Willow/Kashkash
14	Daphne/Kinoko	26	Avalanche/Eclaire	46	Scone/Couscous
15	Grenada/Primrose	33	Vivacita/Metronome	55	Flask/Clip
16	Radish/Marigold	34	Kanon/Fagot	56	Klapadora/Crayon
22	Cyprus/Magnolia	35	Oboe/Harmonica	66	Soap/Bloom

Name Table B (Male Female)					
Roll	Result	Roll	Result	Roll	Result
11	Eiji/Wednesday	23	Schwarze/Moegi	36	Zippo/Chocolat
12	Giorno/Noel	24	Slot/Kyrie	44	Ninepins/Lucha
13	Dusk/Manana	25	Joker/Dice	45	Decathlon/Lacrosse
14	Winter/Juno	26	Backgammon/Domino	46	Cavity/Pingpong
15	Hiran/Blanca	33	Checker/Marble	55	Bond/Velvet
16	Walnut/Rouge	34	Cigarro/Cocoa	56	Ruble/Cotton
22	Grey/Scarlet	35	Sveechka/Orangepekoe	66	Shilling/Silk

Exotic Name Table (Male/Female)					
Roll	Result	Roll	Result	Roll	Result
11	Moai/Crystalskull	23	Gogh/Victoria	36	(Your favorite star)
12	Chupacabra/Mbembe	24	Zombie/Onyankopon	44	(Your favorite weapon)
13	Kungfu/Yingyang	25	Geroppa/Carmen	45	(Your favorite animal)
14	Bushido/Miyako	26	Overkill/Sashimi	46	(Your favorite mineral)
15	Champion/Barbie	33	Butcher/Devi	55	(Your favorite word + dragon)
16	Upanishad/Zolge	34	Bronson/Madonna	56	(Roll on the Random Word Table)
22	Deathmarch/Intel	35	Gygax/Eroica	66	(Your name)

Fantastic Name Table (Male/Female)					
Roll	Result	Roll	Result	Roll	Result
11	Adam/Eve	23	Maharaja/Krishna	36	Xanadu/Yomi
12	Jack/Momo	24	Shadowman/Black Lizard	44	Alpione/Laputa
13	Oz/Alice	25	Orpheus/Venus	45	Zenda/Gormenghast
14	Conan/Leda	26	Solomon/Salome	46	Innsmouth/Ys

Fantastic Name Table (Male/Female)

Roll	Result	Roll	Result	Roll	Result
15	Arthur/Isis	33	Raven/Deedlit	55	Fuunim/Yapoo
16	Elric/Gloriana	34	Nyarlahotep/Bast	56	Xanth/Narnia
22	Gilgamesh/Amaterasu	35	Annatar/Fortuna	66	Kalevala/Ihatovo

Nickname Table A

Roll	Result	Roll	Result	Roll	Result
11	the Comeback Kid	23	the Meek	36	the Vainglorious
12	the Indefatigable	24	the Backbiter	44	the Gentle
13	the Joker	25	the Unbreakable	45	the Beautiful
14	the Risktaker	26	the Devoted	46	the Avoidant
15	the Cautious	33	the Carouser	55	the Blessed
16	of the Ever Racing Mind	34	the Unperturbed	56	the Best in [place you are playing]
22	the Desirable	35	the Intimidating	66	the [1D6]th

Nickname Table B

Roll	Result	Roll	Result	Roll	Result
11	the Blunt	23	the Lovestruck	36	the Chatterbox
12	Enemy of Seven	24	of the False Faith	44	the Gentle
13	the Fleet of Foot	25	the Patient	45	the Ironclad
14	Everyone's Favorite	26	the Open-minded	46	the Rumoured
15	of the Lucky Strike	33	the Thorough	55	Mister/Miss
16	the Short Lived	34	the Gluttonous	56	Child of (choose a name)
22	of the Guilty Conscience	35	the Knowledgeable	66	Father/Mother of (choose a word)

Background

Roll 1D6 twice to randomly determine your character's upbringing and their mission. If, during the game, a character accomplishes the mission set by their background, that character Levels Up when they return to the Kingdom. This Level does not count towards the limit set by the Kingdom Level. If the objective for the scenario is also achieved, then that character Levels Up twice.

Background Table

Die 1	Die 2	Result
1	1	You were abandoned by your parents in the Dungeon and lived there as a child. You're searching for someone to become your new family. Your mission is to become Lovers with a character of the opposite sex.
	2	You are an orphan whose family and hometown were lost in a war while you were still young. You came to this Kingdom as a refugee and distinguished yourself. Choose a random unknown region from the Known World section of the Kingdom Sheet. That region is your hometown. Your mission is to make that region part of your Kingdom's territory.
	3	You are in this Kingdom as a hostage, taken prisoner from a neighboring kingdom. Choose a random unknown region from the Known World section of the Kingdom Sheet. That region is your hometown. Determine that kingdom's name. Your Relationship with that kingdom is Dangerous. Your mission is to change the Relationship with that kingdom to Allied.
	4	You came from a neighboring kingdom to study customs and manners (as a prospective partner for the Kingdom's ruler). Choose a random unknown region from the Known World section of the Kingdom Sheet. That region is your hometown. Determine that kingdom's name. Your Relationship with that kingdom becomes Friendly. Your mission is to become Lovers with the Kingdom's King.

Background Table

Die 1	Die 2	Result
	5	You were raised by very devout parents. Roll 1D6 to determine your religion: 1-Calamitists; 2-Triumphant; 3-Travelers; 4-Faith of the Gear; 5-Learned Ones; 6-Mad Feasters. Your mission is to build a Level 5 Temple in your Kingdom.
	6	You are the blood relative of a member of the Court. Choose one character and decide your relationship with them. Your mission is for that character to achieve their mission.
2	1	You were born under an auspicious star. It was prophesied that you would save the world. You receive a Level 1 Star Fragment. Choose an Advanced Job at random. Your mission is to change to that Job while equipped with that Star Fragment.
	2	You were lowered from heaven in an elevator to serve the world. Roll 1D6 to determine your natural enemy: 1-Angel Fish; 2-Mind Flayer; 3-Yellow Submarine; 4-Thog; 5-XX-Jellyfish; 6-Forneus. Your mission is to deliver the final blow to your natural enemy by your own hand.
	3	You were raised from the pits to serve the world. Roll 1D6 to determine your natural enemy: 1-Valkyrie; 2-Tengu; 3-Jubjub Bird; 4-Bacura; 5-General Winter; 6-Ornithopter. Your mission is to deliver the final blow to your natural enemy by your own hand.
	4	When you were young, your Kingdom was attacked by an insect lord, and suffered greatly from plague and famine. You've vowed never to let such a thing happen to the people of your Kingdom again. Your mission is to raise the Kingdom's Lifestyle Level to 5 or higher.
	5	When you were young, you went to the city to study. You've vowed to turn your Kingdom into one like the one you saw as a child. Your mission is to raise the Kingdom's Culture Level to 5 or higher.
	6	When you were young, your parents were killed by criminals. You've vowed to make your Kingdom a place where people can live in peace. Your mission is to raise the Kingdom's Order Level to 5 or higher.
3	1	When you were young, your home was razed by another kingdom. You've vowed not to let your new home end up like your original birthplace. Your mission is to raise the Kingdom's Military Level to 5 or higher.
	2	You were born out of wedlock. Because you were ostracized as a child, you're eager to achieve the recognition of others. Your mission is to build a statue of yourself in the Kingdom, and find someone to become your Best Friend.
	3	You come from a family that is said to have inherited the bloodline of the Lord of Disaster. You receive the skill Step Forward. You've vowed to make your Kingdom one where your ancestors' names are nothing to be ashamed of. Your mission is to raise the Kingdom's Kingdom Level to 5 or greater.
	4	When you were born, your body was afflicted with dungeonitis. Reduce your maximum HP by 5 points, and increase either your Wit or Charisma by 1 point. Your mission is to equip yourself with the Rare Item Steel Body.
	5	You are burdened with a serious debt. The value of the debt is $[10 + 1D6]$ MG. Your mission is to completely pay off your debt. You may pay back the debt any time during the game, recording how much you have repaid on the memo section of the Kingdom Sheet. However, for every 5 games that you spend with the debt unpaid, increase the amount owed by 1D6 MG as interest.
	6	When you were young, your parents were killed by a monster even as they protected you. You've vowed to get revenge. Roll 1D6 to determine your enemy: 1-Valaraukar; 2-Death; 3-Dragon; 4-Raver Lord; 5-Nameless Apocrypha; 6-Cyclops. Your missions is to kill that enemy with your own hands.
4	1	Your family was attacked by monsters and wiped out. Ever since then, you've made it your goal to exterminate that type of monster. Roll 1D6 to determine the type of Monster that is your enemy: 1-Ogrekin; 2-Beasts; 3-Aberrations; 4-Undead; 5-Angels; 6-Deep Ones. Your missions is to kill 50 of that type of Monster with your own hands.
	2	You are a spy from an enemy kingdom. Your family is being held hostage, and you have been ordered to spread chaos and collect information about this Kingdom. Choose a random unknown region from the Known World section of the Kingdom Sheet. That region is your hometown. Determine that kingdom's name. Your Relationship with that kingdom becomes Dangerous. Your mission is to become Rivals with another member of the Court.
	3	You are the descendant of a family who has long served this Kingdom. Since you were young, your father has raised you telling you how much you will help the Kingdom. Your mission is to increase the size of the Kingdom to 5 regions or more.
	4	You have inherited the blood of a skilled craftsman. People expect you to create exquisite weapons and inherit the name of your esteemed grandfather. Choose 1 type of Arms Item. Your mission is to discover an Item of that type of Level 5 or higher, and return with it to the Kingdom.

Background Table

Die 1	Die 2	Result
	5	You are a spy for one of the world's great powers. Roll 1D6 to determine your birthplace: 1-Dynamite Empire; 2-Millennium Dynasty; 3-Metro Khan; 4-Capitalistic Holy Republic of HAGLMA; 5 or 6-Reroll. You have come to this Kingdom in secret, and are charged with turning it into a vassal of your home kingdom. Your mission is to turn the Kingdom into a Vassal State of your home kingdom.
	6	Ever since you were young, you've dreamt of a life surrounded by a certain something. Choose one type of Material using the Market Table. Your mission is to gather 50 of that Material in the Kingdom.
5	1	You have been separated from your family ever since you were young. Choose a random unknown region from the Known World section of the Kingdom Sheet. You've received word that your estranged family is located in that region, and that it's currently become home to monsters. Roll 1D6 to determine which family member it is: 1-Father; 2-Mother; 3-Older Brother; 4-Older Sister; 5-Younger Brother; 6-Younger Sister. Your mission is to meet with your family again. The GM decides whether your family is actually there or not.
	2	Your father leads a life of greatness, but he chose to slight you. Your father's existence is nothing but a bother to you, and all you can think of is surpassing him. Your mission is to defeat your father. The GM determines your father's stats.
	3	You've been sickly ever since you were young, and you spent the better half of your childhood in bed. You've always loved stories of the world outside the Kingdom, and long to go on an adventure. Your mission is to increase the number of known regions to 15 or higher.
	4	You are the prince or princess of a dead kingdom. Your kingdom was destroyed when you were young, and you fled here with the survivors. Choose a random unknown region from the Known World section of the Kingdom Sheet. That region used to be your home, but it has become a kingdom that you now despise. Determine that kingdom's name. Your Relationship with that kingdom becomes Hostile. You have a Level 1 Blade that you keep as a memento. Your mission is to destroy that kingdom while equipped with that Blade, and make that region part of your Kingdom.
	5	You cannot control your thirst for battle. Your world is bleak, and you only feel alive when your life is on the line. Your mission is to defeat 100 Monsters.
	6	You've lost your memory. You no idea who you really are. You don't know the details, but it's said that your memories are locked inside an object somewhere inside the Dungeon. Choose a random unknown region from the Known World section of the Kingdom Sheet. That region is where the key to your memories lie, and has become a dungeon inhabited by monsters. Choose a random word from Random Word Table 1. Your memories are locked inside that word. Your mission is to recover your lost memories from that dungeon. The GM decides your memories and the truth of your existence.
6	1	You've lost somebody important to you. Although not directly, you feel responsible for their death, and blame yourself. Roll 1D6 to determine the person lost: 1-Parent; 2-Sibling; 3-Best Friend; 4-Lover; 5-Teacher; 6-Rival. That person has become undead, and still inhabits the Dungeon somewhere. Your mission is to defeat them. The GM determines their stats.
	2	You are the child of a family that was banished for a crime they didn't commit. Choose a random unknown region from the Known World section of the Kingdom Sheet. That region is your original birthplace, but is now a kingdom that you despise. Determine that kingdom's name. Your Relationship with that kingdom becomes Hostile. Your mission is to prove your innocence. The GM determines the details of the crime.
	3	You are a construct, created to advance the Kingdom. But, because of that, you've never known the warmth of another human being, and are starved for affection. You cannot live happily without another person's love. Your mission is to have five people with Affection towards you of 5 or higher.
	4	Your family is entrusted with guarding the seal of the Demon Lord, a Grimoire that you carry with you. If that Grimoire is destroyed, the Demon Lord will be unsealed, and destroy your Kingdom. Your mission is to find a place where the seal can rest peacefully without being destroyed.
	5	You've lost somebody important to you. Although not directly, you feel responsible for their death, and blame yourself. Roll 1D6 to determine the person lost: 1-Parent; 2-Sibling; 3-Best Friend; 4-Lover; 5-Teacher; 6-Master. Your mission is to search for a way to bring that person back to life. The GM decides how this is possible.
	6	You were the slave of monsters or of an evil empire. Choose 1 character from the Court. That character freed you, and you've sworn an oath of loyalty to him. You gain 1 point of Affection (Loyalty) towards them. Your mission is to die for that character's sake while you have Affection towards them. The GM decides if you have died for that character's sake or not.

Class and Job

After determining your Basic Characteristics, determine your Class and Job. Choose your Class after discussing it among the Court. Determine your Job by rolling a D66 and consulting the Birth Table.

Classes

Your Class represents your character's role in the Court. There are six types of Classes.

King

A King is the ruler of the Kingdom, or they could be the representative of the ruler. Their role is to be a unifying force for the Court and the people. They are a necessary member of the Court.

Knight

A Knight raises his sword in defense of the Kingdom. They specialize in combat and utilizing warriors, and their role is to strike down the enemies that stand in the way of the Court.

Vizier

A Vizier is a politician who manages the Kingdom's government. They specialize in running the country and dealing with people's affairs, and their role is to provide support for the Court from the shadows.

Oracle

An Oracle is the hand of the gods. They can control elevators, devices that access the unknown realms of the heavens and the pits. Their role is that of a healer.

Ninja

A Ninja collects information in secret. They specialize in reconnoitering the Dungeon, and in swift and nimble movements. Their role is that of a mobile fighter.

Servant

A Servant can fulfill multiple roles for the Court. They have many different specializations, and can assist the King and other Classes in all sorts of ways.

Choose one of the above Classes and record it on your Character Sheet.

The Court must contain at least one King. It may contain any number of the rest of the Classes. You may choose any Class you wish, but the players may wish to discuss among themselves in order to choose Classes that strike a good balance.

Job

Your Job represents your function in society. In the world of Make You Kingdom, people's occupations are usually hereditary.

Roll a D66 on the Birth Table to determine what Job you have. If you chose Servant as your class, you roll twice. If you roll the same result twice, re-roll until you have two different Jobs.

Birth Table								
Roll	Job	Primary Ability	Roll	Job	Primary Ability	Roll	Job	Primary Ability
11	Astrologist	Cha	23	Warrior	War	36	Happymaner	Cha
12	Warlock	Wit	24	Executioner	War	44	Bee	Que
13	Summoner	Cha	25	Guard	War	45	Hunter	Que
14	Doctor	Wit	26	Merchant	Wit	46	Adventurer	War
15	Medic	Wit	33	Daedalist	Que	55	Drone	War
16	Noble	Cha	34	Master	Cha	56	Thief	Que
22	Eunuch	Wit	35	Cook	Que	66	Choose one	

Column: Determining Your Class and Job

When determining your Class and Job, it doesn't matter which you choose first. If you roll on the Birth Table and your Job is one whose Primary Ability Score is Quest, such as a Thief, you can decide to make your class a Ninja. However, if you are a Servant, with two Jobs, the procedure is different. You may only determine one Job before choosing your Class. If you decide to become a Servant, then you may roll to determine your second Job. If you roll twice on the Birth Table, your class must be a Servant.

Ability Scores and Derived Ability Scores

After choosing your Class and Job, you must determine your Ability Scores and Derived Ability Scores. You may choose your Ability Scores, from which your Derived Ability Scores are calculated automatically.

Ability Scores

Ability Scores are numbers used to determine what your character is good at. They are divided into the following four scores.

Wit

Wit represents your cleverness and your ability to think on your feet. It is used when dealing with goods and money, and when your intelligence and knowledge are being tested.

Wit is used to determine your Capacity and Starting Equipment, for making Command Checks and Strategy Checks, etc...

Charisma

Charisma represents your looks, your personality, and your ability to influence others. It is used when trying to garner favor with someone, and to create a positive atmosphere.

Charisma is used to determine your Capacity and your maximum number of Followers, for Exchanging with Monsters, etc...

Quest

Quest is your ability to find things. It is used for avoiding traps and monsters' attacks, and for discovering hidden information and objects.

Quest is used to determine your Defense, for Command Checks and Search Checks, etc...

Warfare

Warfare is your skill, spirit, and courage in battle. It is used when you want to hack through your enemies, or to target them with your firearms.

Warfare is used to determine your HP, for Attack Checks and increasing Damage, the number of enemies you can handle in Combat, etc...

Each player first chooses and assigns their Ability Scores based on their Class. Then find your Job's Primary Ability Score on the Birth Table and fill in a 1 in the Job section for that Ability Score on the character sheet. Then, choose one Ability Score and add 1 point to it in the Bonus section of the Character Sheet. Finally, add them all together to determine your starting Ability Scores. If your Class is Servant, you receive a bonus for each of those Jobs' Primary Ability Scores.

Base Ability Scores by Class

King	4,4,1,0 distributed however you wish
Knight	Warfare 4; 2,2,1 distributed however you wish
Vizier	Wit 4; 2,2,1 distributed however you wish
Oracle	Charisma 4; 2,2,1 distributed however you wish
Ninja	Quest 4; 2,2,1 distributed however you wish
Servant	All Ability Scores start at 2

Derived Ability Scores

Derived Ability Scores are calculated using your main Ability Scores. There are four different Derived Ability Scores.

Hit Points (HP)

Hit Points represent your life force. They may be reduced by damage taken during Combat or from Traps, and can be recovered using Items or Skills. If your HP ever reaches 0, you become Unconscious.

Your maximum HP at character creation is equal to $[(\text{Warfare}) + (\text{Quest}) + 5 + \text{Level}]$.

You start the game at maximum HP.

Capacity

Capacity represents the depth of your generosity as a human being. It is the maximum level for the amount of Drive you can store.

Your Capacity at character creation is equal to $[(\text{Wit}) + (\text{Charisma}) / 2]$.

You start the game with 0 Drive.

Defense

Defense represents how well you are able to avoid attacks in Combat.

Your Defense at Character Creation is equal to $[(\text{Quest}) + 7]$.

Followers

Followers represents the number of underlings who accompany you on your adventures.

Your maximum number of Followers at Character Creation is equal to $\{[(\text{Charisma}) \times 5] + \text{Level}\}$.

You start the game with 0 Followers.

Column: Derived Ability Scores and Relationship Scores

When determining your Derived Ability Scores, remember that fractions should be rounded up. For example, whether the total sum of your Wit and Charisma is 5 or 6, your Capacity will be 3.

When determining your Relationship Scores during Character Creation, you can only have an Affection Score towards a character. It is not possible to have a Hostility Score towards a character during Character Creation.

Column: Ability Scores and Kingdom Attributes

A character's Ability Scores each correspond to a single Kingdom Attribute.

Wit: Lifestyle Level

Charisma: Culture Level

Quest: Order Level

Warfare: Military Level

Skills

Skills are special abilities or talents that a character has. You know one Skill of your choice from among your Class Skills. You also know your Job's Job Skill. Record the Skills you learned on your character sheet.

Starting Equipment

Your Starting Equipment is the Items that your character starts the game carrying. Characters have 6 Item Slots. Usually, you may equip either 1 Item or 10 Materials in a single Item Slot.

Your Starting Equipment is determined by your Class and Job. See the specific pages for each Class and Job to determine what Items you receive.

If a player wishes, they may receive bonus Items. Roll 2D6 a number of times equal to your Wit and consult the Starting Equipment Table to determine what additional Starting Equipment you receive.

If you have more Items than you can equip, you must choose which ones to keep (you may also transfer extra Items and Materials to other characters).

Starting Equipment Table	
Roll	Result
2	Firearm
3	Bomb
4	Amulet
5	Full Course
6	Star Fragment
7	Lunch
8	Potion
9	Drink
10	Ride
11	Costume
12	Grimoire

Relationship Scores

A Relationship Score is used to represent how your character feels about other characters. Relationships are divided into two types, Affection and Hostility, and each has several different subtypes. The maximum value for any Relationship Score is 5.

To determine your Relationship Scores, first write down the names of each other member of the Court, and then choose one at random. Increase your Affection Score towards that character by 1 point. Roll to determine which subtype of Relationship you have with them. Whenever your Affection or Hostility Score towards a character becomes 1, roll to determine which subtype of Relationship it is.

Affection

Affection represents a favorable attitude towards a character. The higher this value, the more you like that character. If you have an Affection Score of at least 1 towards a character, you may perform a Cooperative Check to assist that character with an action.

Affection is divided into three subtypes, Loyalty, Friendship, and Love.

Roll	Result	
1-2	Loyalty	Feelings of respect, and a desire to protect
3-4	Friendship	Feelings of mutual trust
5-6	Love	Loving, caring feelings

Hostility

Hostility represents a dislike for a character. The higher this value, the more you hate that character. If you have Hostility Score of at least 1 towards a character, whenever you attack that character, increase the damage that attack deals by an amount equal to your Hostility Score towards that character.

Hostility is divided into three subtypes, Anger, Distrust, and Scorn.

Roll	Result	
1-2	Anger	Feelings of irritation and hatred
3-4	Distrust	Feelings of doubt and jealousy
5-6	Scorn	Feelings of pity and disdain

Other

Finally, you must determine any other stats of your character.

Likes and Dislikes

To determine your character's interests and tastes, roll a D66 four times, once on each Random Word Table. Of the four results, choose two as your Likes, and two as your Dislikes, and fill them in on the character sheet.

Random Word Table 1					
Roll	Result	Roll	Result	Roll	Result
11	Magic	23	Being Alone	36	Baths
12	Dressing Up	24	Boasting	44	Old Things
13	Cramped Spaces	25	Self Discovery	45	Stupid People
14	Staying Up Late	26	The Opposite Sex	46	Darkness
15	Fishing	33	Filly Clothes	55	Fiance
16	Discussion	34	Quiet Living	56	People
22	Beards	35	Talking about Oneself	66	Idiots

Random Word Table 2					
Roll	Result	Roll	Result	Roll	Result
11	Science	23	Large Groups of People	36	Cutting Hair
12	Reading	24	Flirting	44	New Things
13	Wide Spaces	25	Old Stories	45	Smart People
14	Waking Up Early	26	The Same Sex	46	Light
15	Uselessness	33	Weapon Maintenance	55	Parents
16	Work	34	War	56	The King
22	Bald	35	Gossip	66	Scary Stories

Random Word Table 3					
Roll	Result	Roll	Result	Roll	Result
11	Children	23	Drinking	36	Snitching
12	Weak People	24	Food	44	One's Own Face
13	Executions	25	Entertainment	45	Mayonnaise
14	Epic Poetry	26	The Countryside	46	Meddling
15	Smoking	33	One's Kingdom	55	Foreigners
16	Hospitals	34	Traditions	56	Dungeons
22	Showing Off	35	Ceremonies	66	Cat Ears

Random Word Table 4					
Roll	Result	Roll	Result	Roll	Result
11	The Elderly	23	Gambling	36	Excuses

Random Word Table 4

Roll	Result	Roll	Result	Roll	Result
12	Strong People	24	Songs	44	The Job of the Character Next to You
13	Imagination	25	Studying	45	Ogres
14	Jokes	26	Cities	46	Apologizing
15	Medicine	33	Adventuring	55	Other Races
16	Monsters	34	Emperor Dynamite	56	Stars
22	Personal Combat	35	Evil	66	Bugs

Column: Rolling on the Random Word Tables

In order to determine your Likes and Dislikes, you must roll four times on the Random Word Tables. However, rolling the dice, writing down the result, rolling the dice, etc... might be a bit of a nuisance. If one player rolls the dice, while another player records the results, it could make things go smoother. This isn't just limited to the Random Word Tables. If the rest of the players are paying attention when another player rolls and unexpected result, it could increase everyone's fun.

Skill Groups

These are the categories of Skills that you may learn when you Level Up. They are determined by your Class and Job. The description of your Job will list the Skill Groups you are qualified for. You may also receive access to Skill Groups as a result of rolls on the Kingdom Environment Table.

Medals

Medals are proof of a Landmaker having accomplished a great deed. You will not have any Medals at Character Creation. Each game, one character is chosen to receive a Medal. A character who has received a medal has the possibility of changing to an Advanced Job.

Special Relationships and Bad Statuses

These sections of the character sheet are for recording unique relationships and adverse conditions that your character may acquire. These may change during the game as a result of Relationship Score changes, or the effects of certain Monsters and Traps. You will have neither at Character Creation.

Classes

King

Starting Ability Scores

4,4,1,0 distributed however you wish

Starting Equipment

Blade, Flag, Costume

The representative of the Kingdom and the leader of the Court. That is the King's job. It is not an exaggeration to say that, as the King goes, so goes the Kingdom.

The King is the Kingdom, and the Kingdom is the King

The King is necessary to lead the Court. A player who wishes to create and play a King should keep the following things in mind.

Compensating for Absent Classes

The King is the only Class that can freely decide their highest Ability Scores. Therefore, it is a good idea to distribute your Ability Scores in a way that makes up for a Class that you are missing. If there are no Viziers or Ninjas, then you may want to make your Wit and Quest as high as possible, for example. The King may have two Ability Scores that are higher than 4. They can make up for a lack of players, in addition to missing Classes. If, after the game starts, there is no Class responsible for a certain task, like a Knight in Combat, the King can assume authority. If the other Classes wish to provide their own input, that is fine as well. If opinions are divided, the final decision rests with the King. Keeping balance in the Kingdom is one of the King's greatest responsibilities.

Using Shared Resources

When the Court wishes to use shared resources, such as Voices of the People or the Treasury, they have to hold back. It's up to the King to take the initiative. When he does, everybody may offer their opinions.

Multiple Kings

When there are multiple players who choose King as their Class, you will want to come up with special ways of handling it. For example, there may be multiple royal families, the Kingdom may be split into two distinct regions, they could both be royal children competing for the succession, etc... When it comes to making decisions, they may alternate between games, or be forced to come to a consensus, or whatever else you decide.

Royal Command

Class Skill

Type	Interrupt
Target	Individual
Check	None

You may use this Skill as an Interrupt Action whenever another character uses Hope. Reduce your HP by 1 point. Treat the amount of Hope used as if it were 1 point higher. This effect is not cumulative.

Hegemony

Class Skill

Type	Permanent
Target	Self
Check	None

You may use this Skill when the Kingdom Phase ends. For the rest of the game, you may increase an Ability Score by a number of points equal to the Kingdom Level (you may also choose to divide these

points among your Ability Scores as you wish. However, no Ability Score may be raised above 9 this way). Recalculate your Derived Ability Scores such as HP, Defense, etc... using these new values.

Royal Guard

Class Skill

Type Permanent

Target Self

Check None

You may use this Skill whenever you are in the Encampment. Whenever any allied character in the Encampment would take damage, you may reduce that damage by [Followers x 1/5] points (this cannot reduce the damage below 1).

Stormbringer

Class Skill

Type Permanent

Target Self

Check None

Whenever you roll a critical hit on an attack, instead of rolling on the Crushing Blow Table, you may increase your weapon's damage by an amount equal to your Followers.

Diadem

Class Skill

Type Interrupt

Target Self

Check None

You may use this Skill whenever you make an Action Check. Spend 1 Voice of the People. Add the value of the corresponding Kingdom Attribute to that check's result.

Anarch

Class Skill

Type Support

Target See Below

Check Wit / 10

Roll 2D6 on the Kingdom Disaster Table and apply the result. After that, make the above check. If it is successful, choose a character who has become Exhausted. That character become Free to Act.

Knight

Starting Ability Scores

Warfare 4; 2,2,1 distributed however you wish

Starting Equipment

Blade, Armor, Ride

The guardian of the Kingdom, and the best fighter. The Knight lives to fight. The Knight's skills give direction to the Court's fighting style.

The Kingdom's Sword and Shield

The Knight is the Court's mainstay when it comes to Combat. A player who wishes to create and play a Knight should keep the following things in mind.

The Authority in Battle

A Knight holds the authority during Combat. Therefore, you may wish to review the Combat rules. A Knight's decisions can be the difference between the life and death of the Court.

Choosing a Fighting Style

When you play a Knight, you should determine that Knight's, and the rest of the Court's, fighting style. If you know beforehand who takes up the vanguard, what the characters in the rear guard do during battle, what weapons the characters use, whether you will use mounts, who will illuminate targets for ranged weapon users, and the rest of the Court's actions during Combat, you can make sure your handling of weapons and equipment goes smoothly.

Describing Your Followers

If a Knight has Followers, he will want to decide what kind of soldiers they are. Although the effects in game are the same, whether they are lance-wielding, horselizard-riding knights or a company of bikini-clad battle maidens makes a difference.

To Attack, or To Defend?

A Knight's Class Skills are very useful in Combat. At first, the choice between focusing on offense or defense is an important one. Obviously, you will acquire new Skills as you Level Up, but your first Skill can have a big effect on how you roleplay. If you want to focus on offense, you may wish to learn Carnage or Strength, while Diehard or Guardian will be more useful for defense.

Deed of Arms

Class Skill

Type Permanent

Target Self

Check None

At the start of Combat, designate an enemy NPC or Monster. During Combat, if you attack that character, increase your weapon's damage by 1D6. If the designated character becomes Dead or Unconscious, you may designate a new character.

Carnage

Class Skill

Type Assist

Target Self

Check None

You may use this Skill whenever a character you attacked becomes Dead or Unconscious during Combat. You immediately become Free to Act, and may Move and Attack one additional time.

War God

Class Skill

Type	Permanent
Target	Self
Check	None

Increase your maximum HP by an amount equal to your Followers (when organizing Followers during the Kingdom Phase only, this also increases your current HP).

Diehard

Class Skill

Type	Interrupt
Target	Individual
Check	None

You may use this Skill as an Interrupt Action whenever somebody takes damage. Reduce your Followers by 1D6. Prevent that damage.

Strength

Class Skill

Type	Permanent
Target	Self
Check	None

Increase your weapon's damage by [Followers x 1/5].

Guardian

Class Skill

Type	Interrupt
Target	Self
Check	None

You may use this Skill as an Interrupt Action whenever a character's Followers would be reduced by an effect caused by someone other than that character. You take damage equal to the number of Followers that would be reduced. Prevent that reduction of Followers.

Vizier

Starting Ability Scores

Wit 4; 2,2,1 distributed however you wish

Starting Equipment

Dagger, Resident Library, Handy Phone

The unsung hero of the Kingdom, who handles foreign, domestic, and economic affairs. You can't downplay their influence. Could the Vizier be the real source of the Kingdom's prosperity!?

The Ways of the Vizier

The Vizier is the first word on the Kingdom's finances, and administers to political matters. A player who wishes to create and play a Vizier should keep the following things in mind.

A Solid Grasp of the Rules

A Vizier has the opportunity to provide support to the other characters' actions. For that reason, you may wish to have a good understanding of the rules. Because the Vizier is in charge of determining what Items and Facilities are purchased, it is especially important to understand how they work.

Holding Back the King

An important roleplaying point for the Vizier is as an adviser to the King. The Vizier's job is to represent the views of the Kingdom, and prevent the King's authority from running out of control.

A Unique Economy

As the handler of the Kingdom's economy, it is up to the Vizier to determine the Kingdom's special products and industries.

What Skills To Choose?

Although it cannot prevent a critical failure, Collecting allows you to spend Hope after the dice have been rolled in important situations. Diplomacy improves your relations with other kingdoms, and is linked to strong trade and movement. While your Kingdom Level is low, there are many situations where Domestic Politics will save the Kingdom. Refill, which can restore other PC's HP, is important if the Court lacks an Oracle. Pursuivant is indispensable if you wish to succeed on Strategy Checks in Combat. Salvage will help strengthen your Kingdom by increasing your population and making up for lost Followers. You should choose a skill that fits with your goal of supporting the PCs or improving the Kingdom.

Collecting

Class Skill

Type	Interrupt
Target	Court
Check	None

You may use this Skill as an Interrupt Action whenever somebody makes an Action Check and the result is not a critical failure. The target may spend any number of Voices of the People, and roll that many dice, adding them to the result of the check.

Domestic Politics

Class Skill

Type	Interrupt
Target	Self
Check	None

You may use this Skill whenever a check is made using a Kingdom Attribute. Spend 1 Hope. You may add your corresponding Ability Score to the result of that check.

Diplomacy

Class Skill

Type	Interrupt
Target	See Below
Check	See Below

You may use this Skill as an Interrupt Action once per Quarter, whenever you wish. Make a Wit Check, and if it is successful, you may increase the Relationship with another kingdom by 1 step. The difficulty for the check depends on your current Relationship with that kingdom: Good, 10; Neutral, 13; Dangerous, 16. You may decrease the difficulty of the check by 1 point for each 1MG you reduce the Treasury by. This effect is permanent, but may only be used once per game.

Refill

Class Skill

Type	See Below
Target	See Below
Check	Wit / 9

You may use this Skill as an Interrupt Action whenever you are in the Encampment. If you are not in the Encampment, you may use this Skill as a Support Action. Spend 1D6 Materials of your choice, and choose up to three characters. If the above check is successful, each of those characters recovers [Followers x 1/5] HP.

Pursuivant

Class Skill

Type	Permanent
Target	Court
Check	None

You may use this Skill whenever you are in the Encampment. Reduce your Followers by 1D6. You may increase the result of a Strategy Check by that same amount.

Salvage

Class Skill

Type	Plan
Target	Court
Check	Wit / 11

During the Dungeon Phase, spend 1 Hope, and make the above check. If it is successful, you receive [Followers x 1/5] Citizens. You may distribute these Citizens however you wish.

Oracle

Starting Ability Scores

Charisma 4; 2,2,1 distributed however you wish

Starting Equipment

Warhammer, Drink, Amulet

A follower of the gods and keep of the Kingdom's faith. The gods' strength is absolute. Depending on what religion the Oracle preaches, the effect on the Kingdom's atmosphere can be quite great.

The Faith of the Oracle

The Oracle's job is to administer the religion of the Kingdom. A player who wishes to create and play an Oracle should keep the following things in mind.

Deciding on a Religion

When you create an Oracle character, you will want to decide what religion that character believes in. Choose a faith. That religion becomes the religion of the Kingdom. While the Endless Dungeon has all general kinds of religions, if you are stuck, you may also simply choose to worship Good or Evil.

Actions During the Kingdom Phase

There are certain actions that an Oracle must take during the Kingdom Phase and End Phase. In order to make the proper choices, you should have a good understanding of the Gathering Information and Wandering rules, and of the Facilities currently in the Kingdom.

Choosing an Oracle's Skills

It may sound like an Oracle would restore people's HP, and Make You Kingdom is no different. However, in order to do so, it is necessary to learn the Prayer or Faith Skills. While either one is necessary for keeping the Court away from the brink of death, because they require Hope, it is important to make sure you have Drive available. Wrath of God allows you to be a combat priest, while Turn Undead can make you a powerful exorcist against the undead. Enlightenment is a more subdued Skill that can increase the effectiveness of Negotiation and Negotiation Skills. Sacrifice allows you to reduce your Followers in exchange for acquiring Items that are too expensive for you to buy. However, because it can only be used in a room with an Elevator, it's important to have a Temple. Keep in mind that the Item is destroyed at the end of the game.

Prayer

Class Skill

Type	Interrupt
Target	Any
Check	None

You may use this Skill as an Interrupt Action whenever you wish. Choose any number of characters and spend any number of Hope. Distribute that Hope among the chosen characters. For each point of Hope assigned to them, that character recovers [1D6 + Your Affection Score Towards That Character] HP.

Turn Undead

Class Skill

Type	Support
Target	See Below
Check	Charisma / 7 + Monster Level

Spend 1 Hope and choose any number of Undead Monsters. If the above check is successful, deal 2D6 damage to those Monsters.

Faith

Class Skill

Type Support

Target Court

Check Charisma / 10

Spend 1 Hope and make the above check. If it is successful, each member of the Court recovers [Result - 10 + (Followers x 1/5)] HP.

Sacrifice

Class Skill

Type Support

Target Self

Check None

You may only use this Skill in a room with an Elevator. Reduce your Followers by 1D6. You may receive one Common Item of your choice. This Item is destroyed at the end of this game.

Wrath of God

Class Skill

Type Support

Target Self

Check Charisma / 10

Spend 1 Hope and make the above check. If it is successful, choose one character at random in the same Area as you. Deal [3D6 + (Followers x 1/5)] damage to that character.

Enlightenment

Class Skill

Type Permanent

Target Self

Check None

You may increase the result of Exchange Checks or checks for Negotiation Skills by [Followers x 1/5].

Ninja

Starting Ability Scores

Quest 4; 2,2,1 distributed however you wish

Starting Equipment

Shuriken, Star Fragment, Animal Companion

There's no one more nimble and agile. Their greatest strength is in exploring the Dungeon. They are also quite capable when it comes to Gathering Information and other things.

The Ninja's Job

The Ninja most important role is as a Class that Gathers Information. A player who wishes to create and play a Ninja should keep the following things in mind.

What Kind of Ninja Are You?

When you create a Ninja, you are going to want to decide what kind of ninjutsu you are using. It can be fun if you also treat your Job Skill as a kind of ninja technique. If you have Followers, you can also decide what kind of clan they might be. For example, the Kouga Gang of Ten or the Negoro Ninja Army.

Gathering Information

Since Ninjas have a high Quest score, they specialize in Gathering Information. Although you may want to use a Facility or Wander during the Kingdom Phase, you should not forget the importance of Gathering Information. Even knowing the layout of a single room or the number of Traps can make the Dungeon Phase easier.

Traps

With a high Quest score, a Ninja will be making a lot of Search Checks for Traps during the Dungeon Phase. They are also the one responsible during the Dungeon Phase. Therefore, you will want to know everything you can about the Dungeon Phase rules and the data on Traps.

Actions During Combat

Although there will be differences based on your Job, Ninjas have a high Defense. You can draw the attacks of Foolish Monsters when you are in the Vanguard and possess decent fighting ability. If you are holding a Star Fragment, illuminating targets for characters wielding ranged weapons in the Rearguard and Encampment is also a suitable role for a Ninja.

Multiple

Class Skill

Type	Interrupt
Target	Self
Check	None

You may use this Skill as an Interrupt Action whenever you wish. Reduce your HP by 1D6. You may use an Assist or Interrupt Action that you have already used this cycle one additional time.

Shinobi Army

Class Skill

Type	Interrupt
Target	Self
Check	None

You may use this Skill as an Interrupt Action whenever a Trap or Base produces an effect. Reduce your Followers by 1D6. Prevent the effect of that Trap or Base (if it is a Permanent effect, then it has no effect for the rest of this cycle).

Disrupt

Class Skill

Type	Interrupt
Target	Individual
Check	None

You may use this Skill as an Interrupt Action whenever somebody other than yourself takes damage. Spend 1 Hope. For the rest of this cycle, reduce the amount of damage that character takes by [1D6 + Your Affection Score Towards That Character] points (this cannot reduce the damage below 1 point).

Spy

Class Skill

Type	Assist
Target	Self
Check	None

You may use this Skill whenever you make a Command Check while Gathering Information. Increase the difficulty of the check as much as you like. If the check is successful, you learn the names of Monsters and the types of Traps in that room, up to the number that you increased the difficulty by (the GM decides which Monsters and Traps).

Puppet Ruler

Class Skill

Type	Support
Target	Self
Check	None

Choose a character, and reduce your Followers by 1D6. Choose one Permanent Skill known by that character; for the rest of this cycle, that Skill has no effect.

Phantasma

Class Skill

Type	Permanent
Target	Self
Check	None

You may use this Skill during combat if you are in an Area with no other allied characters. You may increase your Defense by [Followers x 1/5].

Servant

Starting Ability Scores

All Ability Scores start at 2

Starting Equipment

Pan, Backpack, Lunch, Instrument

A support role for the Kingdom. Servants often get stuck having to fill gaps in the Court. Because they can have two jobs, their possibilities for the future are quite great indeed!

Servant, Come Here!

The Servant is a Class to support the other Classes. A player who wishes to create and play a Servant should keep the following things in mind.

Who Do I Serve?

If you wish to play a Servant, the first thing you must decide is just who it is you are serving. Are you the servant of the King alone, or of the entire Kingdom, or of a member of the Court besides the King? Although you don't necessarily have to know the Master Skill, deciding on a master will make roleplaying easier.

What Kind of Servant Am I?

Once you have decided who it is you serve, next you have to decide what kind of servant you are. Are you a butler, a maid, or possibly a page? Are you the Knight's squire, the Vizier's secret messenger, the Oracle's shrine maiden, the Ninja's apprentice, etc...? There are all sorts of servants you can think of.

A Servant Is a Jack of All Trades

A Servant has average Ability Scores. While there will be differences depending on your Jobs, like the King, you can fill in for a Class that is missing in the Court. Depending on your Jobs, you might also be able to take a more active role.

Using Skills

Obviously, a Servant has many skills to support others. You can transfer Drive using Assist, increase the results of checks with Cheering Squad, raise the bonus from Cooperative Checks using Devotion, etc... If you wish to work along with the Kingdom's Facilities, there's the more technical Skill Fitout. For people who want to do something besides a support role, you can hurt yourself to increase your damage using Ogg.

Assist

Class Skill

Type	Assist
Target	Individual
Check	None

You may use this Skill whenever you wish. Choose a character. Transfer 1 point of your own Drive to that character.

Fitout

Class Skill

Type	Interrupt
Target	Individual
Check	None

Choose a character from the Court and spend 1 Hope. That character may perform one action that can be performed during the Kingdom Phase as if he were in the Kingdom. This effect may only be used

once per game.

Cheering Squad

Class Skill

Type	Support
Target	Individual
Check	None

You may use this Skill whenever you are in the Encampment. Spend 1 Hope and choose a character. Increase the result of the next check that character makes by $[\text{Followers} \times 1/5]$ points.

Devotion

Class Skill

Type	Assist
Target	Self
Check	None

You may use this Skill whenever you perform a Cooperative Action. The bonus the Cooperative Action provides becomes $[\text{Your Affection Score Towards the Targeted Character} + 2]$.

Master

Class Skill

Type	Permanent
Target	Self
Check	None

When you learn this skill, choose a character from the Court. Whenever that character has a critical success, they gain 1 point of Drive.

Ogg

Class Skill

Type	Assist
Target	Self
Check	None

You may use this Skill whenever you attack. Reduce your HP by 2D6 points. Increase your attack's damage by that same amount.

Jobs

Astrologist

Primary Ability Charisma
Skill Groups Astrology
Starting Equipment Star Fragment x 2
Effect as a Talent (Assist) You may only use this effect if you have a Farm Facility in your Kingdom.
Increase the Treasury by 1MG.

Voice of Star

Job Skill

Type Permanent
Target Self
Check None

You may use A Star Fragment in one of your Item Slots as a Follower, or as Hope. That Star Fragment does not count against your maximum number of Followers or Capacity. This Skill also counts as an Astrology Skill.

Warlock

Primary Ability Wit
Skill Groups Astrology, Summoning, Science
Starting Equipment Grimoire
Effect as a Talent (Permanent) Whenever you Gather Information during the Kingdom Phase, increase the result of the check by 1.

Ritual

Job Skill

Type Support
Target Individual
Check Wit / 9

Choose a Skill, other than a Permanent Skill, known by any character who has a Relationship Score towards you, and make the above check. If it is successful, you may temporarily memorize that Skill. You may spend 1 Hope to produce the effect of that Skill. Once you have used that Skill, or when you memorize a new Skill, you forget the memorized Skill.

Summoner

Primary Ability Charisma
Skill Groups Summoning
Starting Equipment Animal Companion
Effect as a Talent (Assist) You may use this effect whenever you wish. Choose a random Rare Item from a category of your choice. The GM secretly randomly determines a room from the map for this adventure and places that Item in that room. If a PC searches that room, they receive the Item.

Minor Shift

Job Skill

Type Support
Target Individual
Check Charisma / Target's Level + 7

During Combat, choose a character. Spend 1 Hope, and make the above check. If it is successful, move that character to an Area of your choice. This Skill also counts as a Summoning Skill.

Doctor

Primary Ability Wit
Skill Groups Science
Starting Equipment Glasses, Trap Collection
Effect as a Talent (Assist) You may use this effect during the Kingdom Phase. Change the Job of this Talent to that of a PC or another Talent in the Kingdom. When you change Jobs, change the Effect as a Talent to that of the new Job.

Monsterology

Job Skill

Type Support
Target Court
Check Wit / 9

During Combat, choose one type of Monster on the Battlefield, and make the above check. If it is successful, for the rest of Combat, each character in the Court may increase the result of any Attack Checks, and their weapons' damage, by 1 point when they attack that type of Monster. This effect is not cumulative. This Skill also counts as a Science Skill.

Medic

Primary Ability Wit
Skill Groups Science, Item
Starting Equipment Stretcher, Trauma Kit
Effect as a Talent (Permanent) During the End Phase, before the Earnings Report, you may recover 1D6 citizens that were lost that game.

Field Doctor

Job Skill

Type Interrupt
Target Court
Check None

You may use this Skill as an Interrupt Action when Combat ends. Spend 1 Hope. Recover 1D6 Followers that were lost during that Combat.

Noble

Primary Ability Charisma
Skill Groups Negotiation, Entertainment
Starting Equipment Outfit, Full Course
Effect as a Talent (Permanent) Increase the Culture Level of the Kingdom by 1 point.

Noblesse Oblige

Job Skill

Type Permanent
Target Self
Check None

During Combat, increase your Warfare by a number of points equal to the total of all Affection Scores towards you of all the characters in the same Area as you.

Eunuch

Primary Ability Wit
Skill Groups Useful, Negotiation
Starting Equipment Snack of Yellow Sunlight, Ticktick
Effect as a Talent (Assist) Choose a character; increase that character's Hostility Score towards another randomly determined character by 1 point.

Conspiracy

Job Skill

Type Permanent

Target Individual

Check None

Whenever a character you have a Hostility Score towards fails a check, you may spend 1 Hope to turn it into a critical failure.

Warrior

Primary Ability Warfare

Skill Groups Melee, Ranged

Starting Equipment Greatsword

Effect as a Talent (Permanent) Increase the Warfare Level of the Kingdom by 1 point.

Blade Opera

Job Skill

Type Assist

Target Self

Check None

You may use this Skill whenever you attack. Spend 1 Hope, choose a number of characters up to your Warfare in the same Area as you, and make an Attack Check. Your attack hits each character with a Defense less than or equal to the result of your Attack Check.

Executioner

Primary Ability Warfare

Skill Groups Melee, Negotiation

Starting Equipment Battle Axe, Instrument of Torture

Effect as a Talent (Permanent) At the start of the game, increase the Voices of the People by 1 point.

Headhunt

Job Skill

Type Assist

Target Self

Check None

You may use this Skill whenever you successfully attack a character in the same Area as you. Spend any number of Drive and roll that many dice. If you roll a 6 on any of those dice, reduce that character's HP to 0.

Guard

Primary Ability Warfare

Skill Groups Ranged, Useful

Starting Equipment Firearm

Effect as a Talent (Permanent) Increase the Order Level of the Kingdom by 1 point.

Human-wave Sweep

Job Skill

Type Support

Target Area

Check Warfare / 9

During Combat, spend 1 Voice of the People, choose an Area within range of one of your weapons of your choice, and make the above check. If it is successful, deal [Number of Followers x 1/5] damage to each character in that Area. If the check fails, reduce your Followers by an amount equal to the

difference between the difficulty of the check and the result.

Merchant

Primary Ability Wit
Skill Groups Negotiation, Item
Starting Equipment Frog-Safe, Credit Card
Effect as a Talent (Permanent) Increase the Lifestyle Level of the Kingdom by 1 point.

Hard Sell

Job Skill

Type Support

Target Individual

Check Wit / Target's Defense

You may use this Skill during Combat. Choose an enemy character on the Battlefield. If the above check is successful, you lose one Item (or 10 Materials) and gain 1MG. You may only use this effect once per Combat.

Daedalist

Primary Ability Quest
Skill Groups Dungeon
Starting Equipment Dismaze Gear
Effect as a Talent (Permanent) When you receive this Talent, choose one type of Facility. Reduce the cost of that Facility by 1MG.

Dungeon Tectonics

Job Skill

Type Support

Target Area

Check See Below

During Combat, choose an Area and a Combat Trap with a Level less than or equal to your own. Make a Quest Check with a difficulty equal to [7 + That Trap's Level + The Level of Any Trap Already in That Area]. If it is successful, you may place that Trap in that Area.

Master

Primary Ability Charisma
Skill Groups Negotiation, Useful
Starting Equipment Drink, Full Course
Effect as a Talent (Assist) You may only use this effect if you have an Inn Facility in your Kingdom. Increase the Treasury by 1MG.

Mood Maker

Job Skill

Type Assist

Target Individual

Check None

During the Camp step, while this character is Resting, choose a character. That character recovers 1 point of Drive.

Cook

Primary Ability Quest
Skill Groups Useful, Item
Starting Equipment Pan, Apron

Effect as a Talent (Permanent) Increase the Level of Lunches and Full Courses by 1 point.

Dungeon Banquet

Job Skill

Type Assist

Target Court

Check Quest / 9

You may use this Skill whenever you use a Lunch or a Full Course. If the above check is successful, in addition to their regular effects, each member of the Court increases their Warfare by 1 point for 1 Turn.

Happymancer

Primary Ability Charisma

Skill Groups Entertainment

Starting Equipment Cracker, Instrument

Effect as a Talent (Assist) During the End Phase, you may change the result of a roll on the Kingdom Change Table by +/- 1.

Sweet Talk

Job Skill

Type Interrupt

Target Individual

Check None

You may use this Skill as an Interrupt Action whenever a character other than yourself increases a Relationship Score. Spend 1 Hope. Double the amount that that Relationship Score is increased by.

Bee

Primary Ability Quest

Skill Groups Useful, Item

Starting Equipment Broom, Tent, Tonic

Effect as a Talent (Permanent) Increase the Level of a Facility of your choice by 1 point.

Hustle

Job Skill

Type Interrupt

Target Individual

Check None

You may use this Skill whenever somebody rolls on a table during the Dungeon Phase. Spend 1 Hope. Prevent the result of that roll. Roll 2D6, and apply the result of the new roll instead.

Hunter

Primary Ability Quest

Skill Groups Ranged, Dungeon

Starting Equipment Crossbow, Cloak, Living Drill

Effect as a Talent (Permanent) When you receive this Talent, choose one category of Monster. Whenever a member of the Court attacks a Monster of that category, increase the result of their Attack Check by 1 point.

Hunting

Job Skill

Type Plan

Target Self

Check Quest / 9

If the above check is successful, you receive 1D6 of either Meat, Leather, or Fangs.

Adventurer

Primary Ability Warfare
Skill Groups Melee, Dungeon
Starting Equipment Buckler, Armor, Map
Effect as a Talent (Permanent) Each member of the Court increases their maximum number of Followers by 3.

Fame

Job Skill

Type Permanent
Target Self
Check None

If your attack would reduce a character with a Level higher than yours to 0 HP or less, recover 1 Voice of the People. This effect may only be used once per Combat.

Drone

Primary Ability Warfare
Skill Groups All Skills
Starting Equipment Drink, Cards
Effect as a Talent (Permanent) If you do not want to accept a result rolled on a table, you may remove this Talent in order to prevent that effect from occurring.

Lazybones

Job Skill

Type Permanent
Target Self
Check None

During Combat, if you do not take any actions (including Assist or Interrupt Actions), recover 1 HP at the end of the Round. If you take do not take any actions (including Assist and Interrupt Actions) during the Dungeon Phase for an entire Quarter, recover 1 point of Drive.

Thief

Primary Ability Quest
Skill Groups Negotiation, Item, Dungeon
Starting Equipment Dagger, Animal Companion
Effect as a Talent (Assist) Whenever somebody rolls on a Wandering Table, you may prevent that result and roll 2D6 again, applying the result of the new instead.

Five Finger

Job Skill

Type Interrupt
target Individual
Check Quest / Trap Level + 9

You may use this Skill as an Interrupt Action whenever a member of the Court becomes the target of a Trap. Spend 1 Hope, and make the above check. If it is successful, that Trap has no effect for the rest of this cycle.

How to Play

The Game

Make You Kingdom is both a Kingdom Management and Dungeon Exploring RPG. Because the progression of the game and the depiction of the characters is handled through "Talking," Make You Kingdom is what is known as a Tabletalk RPG.

The game starts with the GM describing the situation. The GM explains the various incidents and problems that occur in the Endless Dungeon.

As the players listen to the explanation, they think of what their players would do. After they have thought of something, they declare how they will attempt to solve the problem. These declarations form the plot.

The GM listens to what the players say, and after deciding which rules to use to resolve the effects of their actions, informs the players. This decision is called a "ruling."

Frank Ruling

You can use the rules to handle most of the problems that will occur in the game. However, the GM may decide that the rules do not apply, or create a rule for dealing with a specific situation. This is known as "frank ruling." You may use frank ruling to preserve the tempo of the game when situations become boring or annoying, or to present a way of dealing with something in a manner that is suited to the Endless Dungeon.

An Explanation of Each Phase

This game is divided up into four phases, that are completed in order from top to bottom. The majority of the game will take place during the Kingdom Phase and Dungeon Phase.

Setup Phase

This is where you prepare for the game. The players create their Kingdom and characters, and the GM creates a scenario. Things that you should take note of for that game are also explained during this phase.

Kingdom Phase

The GM gives an introduction to the adventure, and the players deal with matters in the Kingdom and prepare for their adventure.

Dungeon Phase

Explore the Dungeon, slip past traps, battle monsters, and await the exciting events that will occur. This phase is the core of the game. Will you make it back to the Kingdom, will you explore all the rooms... or will you be wiped out?

End Phase

Tally all the fruits of your adventure, and find out what effect it has on the Kingdom. If you managed to complete the objective of the scenario, you can also Level Up.

Cycles: Time Inside the Game

To ensure that every player has an equal chance to act, the game is broken up into segments called "cycles." Each player can make 1 major action per cycle. A cycle ends once everyone has acted, or passed. It is up to the GM to determine how long a cycle lasts. However, there are two specific types of cycles that are made reference to in the rules.

Round

A cycle used during Combat. One round is equivalent to about one minute.

Quarter

A cycle used during the Dungeon Phase. One quarter is equal to about six hours.

The majority of time will be spent in the above two cycles. However, based on what happens, the GM may alter the time of each cycle. If you are having a very long Combat, such as a war, one round could last one day, or if you wish to represent a densely packed period of a time, one quarter could equal one hour.

Free to Act and Exhausted

Players can influence and change all kinds of situations by having their characters act.

However, in order to do anything, a character must be Free to Act. Also, once a character acts, they become Exhausted. Once a character becomes Exhausted, in order to become Free to Act again, they must wait for the cycle to end. Once a cycle ends, all characters become Free to Act.

Action Types

There are many different kinds of actions. Some take time, while others are more simple. In order to differentiate them, actions are divided into the following four types.

Support Actions

Requires no preparation to use. The most common type of action. A character must be Free to Act to use a Support Action, and becomes Exhausted for that cycle after they do.

Plan Actions

Requires time to prepare in order to use. Cannot be used during battle or under stressful circumstances. A character must be Free to Act to use a Planned Action, and becomes Exhausted for that cycle after they do.

Assist Actions

Actions that aid in another action. You do not become Exhausted when you use an Assist action, and characters who are Exhausted may still use Assist actions. However, they cannot be used unless the specific action they are aiding also occurs.

Each character may only use any individual Assist action once per cycle.

Interrupt Actions

The fastest of all actions, in a timing sense. They can be used to interrupt another action. However, they cannot be used if the circumstances to interrupt are not met.

When someone declares that they are interrupting, that action occurs first, before the interrupted one. Using an Interrupt Action does not cause a character to become Exhausted, and Exhausted characters may still use Interrupt Actions. An Interrupt Action may also be interrupted by another Interrupt action. Therefore, when an Interrupt Action is declared, it is necessary to determine if anybody else will also interrupt. Interrupt Actions are resolved in a last-in first-out order.

Each character may only use any individual Interrupt Action once per cycle.

All of the actions that you can take during the game can be defined as one of the above types. If a player wishes to take an action that is not listed in the rules, the GM determines which action type is the most appropriate for it. Of course, the GM may also decide that it is not possible.

Conflicts

Occasionally certain rules or data may contradict one another, and these conflicts need to be resolved.

Rule and Data Contradiction

When there is a conflict between the rules and the effect of a Skill or Item, the Skill or Item takes precedence.

Data Contradictions

When different pieces of effects contradict each other, resolve them in the following order.

1. Permanent Type
2. Equipment Type
3. Other Type

When there is a conflict between two effects of the same type, the character with the highest Level goes first. If both data are owned by the same character, that character's player determines the order.

If two types of effects would cause an impossible situation to occur, the one that was declared last takes precedence.

Basic Rules

Action Checks

Action Checks are used to determine whether a character succeeds or fails at an action. The GM determines when a check is necessary according to the rules.

The GM announces the Ability Score to be used and the difficulty of the check.

If it is an action not covered by the rules, the GM can choose the Ability Score and the difficulty. When determining which Ability Score is the most appropriate, you may wish to consult the section on Ability Scores in Character Creation. Use the following table to determine the difficulty.

Difficulty Table	
Objective	Difficulty
Simple	7
Normal	9
Difficult	11
Opposed	Opponent's Ability Score + 7

The Result

To making an Action Check, first roll 2D6 and add them together. Then add the appropriate Ability Score. If the result is equal to or greater than the difficulty, it is a success, otherwise it is a failure.

Critical Successes and Critical Failures

If both dice rolled on a check come up 1, it is a critical failure. The check fails regardless of the difficulty, and you lose 1 Voice of the People. Treat the result as a 0.

If both dice rolled on a check come up 6, it is a critical success. The check is an automatic success, regardless of the difficulty. You also gain 2 points of Drive. Calculate the result normally.

Cooperative Actions

If, before somebody performs an action check, someone else lends their advice or assistance, they may increase the result of the check. This is called a Cooperative Action. Cooperative Actions are considered Support Actions.

In order to perform a Cooperative Action, you must choose a character and an action that character is going to perform. You may not choose a character towards whom your Hostility Score is higher than your Affection Score. You must declare what type of advice or assistance you are providing.

The GM decides whether that assistance has any effect on the action. If it does, the next time that character performs that action, the result of their check is increased by an amount equal to your Affection Score towards that character. The same character cannot use a cooperative action towards the same target for the same action more than once.

Hope

The heroic PCs may avoid being overcome with despair in the Dungeon by using a special power called Hope. You can use Hope to gain an advantage when making an Action Check.

There are two types of Hope, "Voices of the People" and "Drive." Whenever the rules say to "spend Hope," you may use either.

Voices of the People

A player may only spend Voices of the People as long as the rest of the Court agrees to it.

Drive

You may only store as much Drive as your Capacity.

Column: Checks Using Drive

When you use Drive on an Action Check, you increase the number of dice you roll. However, when calculating the result, no matter how many dice you rolled, you still only use two of them. You may remove a die that rolled a 6 to gain a point of Drive. However, if a 6 was rolled on any two of the dice, that is a critical success. When you roll a critical success, you automatically recover 2 points of Drive, so you can't convert them into Drive. If three or more dice rolled a 6, in addition to the Drive you gain from a critical success, those other dice can still be converted into Drive.

Receiving Drive

Whenever you make an Action Check and a die comes up as a 6, you may convert that die into Drive before calculating the result. For each die that rolled a 6 that you remove from the check, you place 1 Hope Counter on your character sheet. Each Hope Counter represents 1 point of Drive.

You may not use the die you converted into Drive to calculate the result of the check. When you convert dice into Drive, it is possible that you will have one or fewer dice to calculate the result with.

Using Hope

If a player wishes, they may spend Hope to aid in a check. Before rolling the dice, choose how much Hope you wish to spend, and add that many additional dice to the check. You may choose any two of the dice rolled to use for the result. If any two of the dice roll a 6, it is a critical success.

In addition to adding additional dice to checks, there are two other situations in which a player may use Hope.

Increasing Damage

If an attack you make in Combat is successful, you may use Hope to increase the damage. Before determining damage, you may spend a number of Hope up to your Warfare. For each point of Hope spent, that attack deals an additional 1D6 damage.

Using Monster Skills

Because of Skills like Download or Facilities like Mixed Area, PCs may be able to use Monster Skills. However, if a PC does not spend 1 point of Hope when they declare the use of a Skill, that Skill has no effect. For Permanent Skills, the effect only lasts until the end of that cycle.

Checks Using Kingdom Attributes

When a check calls for a Kingdom Attribute to be used, any player may roll for that check.

Voices of the People may be used for these checks, but not Drive. If a 6 is rolled during the check, it can be converted into Voices of the People, but not Drive.

Kingdom Disaster Table

Using Voices of the People during the game could invite trouble to the Kingdom. If any of the following situations occur, roll on the Kingdom Disaster Table and apply the results.

- If the number of Voices of the People falls below the number of Landmakers in the game.
- If anyone spends Voices of the People while the number is less than the number of Landmakers in the game.
- If an effect calls for spending Voices of the People while the number of Voices of the People is 0.

Column: Checks Using Kingdom Attributes

You cannot use Drive when making checks using Kingdom Attributes. Only Voices of the People may be used for these checks, including those checks made as a result of the Kingdom Disaster Table. If you use Voices of the People because of an effect rolled on the Kingdom Disaster Table, you may end up having to roll on the Kingdom Disaster Table a second time. Remember that if you roll a critical

success using a Kingdom Attribute, you gain 2 Voices of the People instead of Drive.

Using Followers

A character may use their Followers to aid in checks. After determining the result of a check, you may roll 1D6 and reduce your Followers by that amount. If you do, you may increase the result of the check by 1 point.

In addition, certain skills may also call for a reduction in Followers. If the number rolled is more than the number of Followers you have, as long as you have at least one Follower, it still has an effect. However, if you have 0 Followers, that effect cannot be used.

Kingdom Disaster Table	
Roll	Result
2	Awful rumors are spreading about the Kingdom. Decrease the Relationship with all other kingdoms in the Known World by 1 step.
3	Monsters in the Kingdom have turned ferocious! Choose a random type of Monster Citizen in the Kingdom. Reduce the number of Citizens by an amount equal to that Monster's Level. You lose all Monster Citizens of that type.
4	A plague is spreading through the Kingdom. Reduce the number of Citizens by 2D6.
5	Your Kingdom continues to undergo dungeonification. Increase your Upkeep Costs by the number of maps in your Kingdom's territory.
6	A terrorist attack from an enemy kingdom! Make an [Order / 9] check. If it fails, lose a random Facility.
7	And enemy kingdom attack! While you were gone, your enemies formed an alliance and made a surprise attack. Make a [Warfare / 9] check. If it fails, lose a random region from your Kingdom.
8	Espionage from an enemy kingdom! Make a [Culture / 9] check. If it fails, lose a random Talent.
9	There's a shortage of provisions! Reduce the number of Citizens by 2D6. For each Meat Material in your Kingdom that you spend, you may prevent the loss of 1 Citizen.
10	The people are becoming unsatisfied with their way of life. Make a [Lifestyle / 9] check. If it fails, lose 1 Voice of the People.
11	A massive dungeon tsunami occurs. Choose a random region of your Kingdom. Then, choose a random region from the Known World. Those two regions switch places.
12	Your enemy kingdoms' power is increasing. For each Kingdom that you have a Hostile Relationship with, the GM chooses 1 region that borders that kingdom. Those regions become territory of those kingdoms.

Setup Phase

Setup Phase

The Setup Phase is where you prepare everything you need to play the game. It takes place during the interval between the end of the last game and the beginning of the next one. It also includes the time you spend at home thinking up ideas for the next game. In fact, people reading this book who haven't yet played Make You Kingdom are in the middle of a very long Setup Phase. Why not gather up your friends and try playing?

Assembling Everything Needed for the Game

Before you start the game, you will need to prepare the following items.

Make You Kingdom

There are two books, the Kingdom Book and the Dungeon Book. You will need at least one copy of each. You may wish to have one book for each person participating. Especially having multiple copies of the Kingdom Book (this book) can speed up play.

Copies of Sheets

You will need one copy of the Make You Kingdom Character Sheet for each player, as well as one Kingdom Sheet. You will also need several Map Sheets, as well as a copy of the Battlefield.

Six-Sided Dice

Each player will need around 2-5 dice. They can be purchased at a hobby shop or toy store.

Writing Instruments

Each player should have a pencil, an eraser, etc... Pens are inconvenient because they are difficult to erase. A notebook or something else to write on will also be useful.

Pawns

Each character will need a marker to represent their character. The GM will also wish to have several markers to represent the Monsters and such that appear in the scenario. There are all sorts of things you could use, like capsule toys from vending machines, metal figures, etc...

Counters

You will need around 30 Hope Counters, and a container to hold the Voices of the People. You may photocopy the counter sheet and cut them out, but marbles or glass beads can also work.

Preparing the Necessary Documents for the Game

Before starting the game, you will need to write up the following things.

The Kingdom and Characters

Working together, the players need to create a Kingdom and their characters.

Scenario

You will need to prepare a Dungeon as a setting for the adventure, along with maps, events, monsters, story notes, etc...

A Fun Attitude

Games are supposed to be fun. Don't forget to show up with a positive, helpful attitude, and a desire to make sure everyone enjoys themselves.

Kingdom Phase

About the Kingdom Phase

The Kingdom Phase is where the Landmakers complete their actions within the Kingdom. It is where important incidents and preparation for the adventure occur.

The Kingdom Phase consists of the "Prologue," "Roundtable," "Action Resolution," and "Departure" steps. Once you leave the Kingdom, the Kingdom Phase ends and the Dungeon Phase begins.

Prologue

When the Kingdom Phase starts, the GM presents the Prologue. The point of the Prologue is to illustrate and explain the background leading up to that game's scenario. If you wish to make things simple, you can just explain the circumstances that led to the PCs leaving on their adventure.

However, if time allows, you should paint a picture of how each individual character becomes personally involved in the situation. You can present characters and encounters to roleplay a first hand experience of their involvement in the world of the Endless Dungeon. If necessary, you can also break the interaction up into cycles and Combat.

Examples of Typical Prologues

There are all sorts of ways a prologue can be structured. The GM should choose one that fits the scenario.

The Appeal

The most typical kind of Prologue. This is where a troubled citizen comes to the Landmakers to consult them about a problem. They are running short of water, there's a mysterious disease spreading, there's a hive of monsters nearby, a child is lost in the Dungeon, etc... One of the most important jobs of the Landmakers is dealing with the people's problems. You will want to think about the specifics of the problem, and the person who is asking for help. They could even be a friend or acquaintance of one of the Landmakers.

The Scout

In this type of Prologue, a scout reports some sort of information to the Kingdom. It could be an unexplored region in the Dungeon or a hoard of treasure, or plans of an attack from monsters or another kingdom. You should present a chance for the Kingdom to expand, or some sort of imminent threat.

The Wanderer

This kind of Prologue involves an incident with someone in the Dungeon. You could encounter a Landmaker from another kingdom, a caravan, monsters, etc... In this type of introduction, the players end up getting wrapped up in some sort of strange event.

Column: The Prologue

The Prologue, where you explain to the Court their reasons for entering the Dungeon, can take many forms. If you wish to take the time to roleplay and present a detailed story, that is fine. You may also utilize NPCs, Action Checks, Combats inside the Kingdom. The Make You Kingdom Replay: Return of the Queen, for example, makes use of these things in full.

But what if you want to hurry up and get to the Dungeon Phase? It is also okay if you wish to give a quick Prologue merely stating why you're in the Dungeon in the first place. Create a Prologue that fits what the Players and GM wish to do.

Roundtable Discussion

Once the Prologue is completed, the Landmakers discuss among themselves the upcoming adventure. This is called the Roundtable Discussion. It is broken up into the Organizational Meeting and Treasury Meeting steps.

The contents of the discussions are decided by the participants themselves. The moderator of the discussion presents a topic. While everyone may present their views and opinions, and offer up a lively debate, if things become too hectic, the moderator may choose to summarize or finalize things. You can create an exciting atmosphere by really acting and speaking as your character would.

Organizational Meeting

The first step is to discuss the Kingdom. The Organizational Meeting step is where you decide how many Followers you will be taking into the Dungeon.

The Landmakers, each in turn, may propose to the King what they feel is an appropriate number of Followers. Each one can explain why they feel they need Followers and the merits there of.

The King may assign the Citizens of the Kingdom as he sees appropriate. Citizens who are not assigned stay behind in the Kingdom. Each character records the number of Citizens he has been assigned in the Followers section of his Character Sheet.

Treasury Meeting

The next topic to be discussed is the purchasing of Items and Facilities. The Vizier (or if there isn't one, the King) moderates the discussion.

During the Treasury Meeting, each character presents their request for the following items to the moderator. Depending on the Kingdom's Treasury and Lifestyle Level, the requested items may not be able to be purchased.

Items

This is when you may purchase Items to be used in the adventure. Each character may request one Common Item with a Cost less than or equal to the Kingdom's Lifestyle Level.

Purchasing Facilities

You may purchase a Facility by reducing the Treasury by an amount equal to the Facility's Cost. Choose a room to build the Facility in, and record that Facility's name in that room.

If two Facilities with the same name are located directly adjacent to each other, treat it as a single Combined Facility. In order to be treated as a Combined Facility, both rooms must be connected by a Corridor.

A Combined Facility has a Level that is equal to the total sum of all the Facilities that make it up. Generally, a Facility becomes more powerful the higher its Level. Therefore, if you are considering increasing the Level of a Facility, you may wish to leave the rooms adjacent to it open.

Purchasing Corridors

You may purchase a Corridor by spending 1MG.

Destruction of Facilities and Corridors

You may destroy existing Facilities, Corridors, and Entrances. To you do, spend 1MG for each one that you destroy.

The moderator decides on their own which requests to grant. However, he cannot grant any request that exceeds the Treasury. Characters who have their requests granted record the Items or Facilities received in the appropriate Item Slot or room in the Kingdom's territory.

Column: Purchasing Items

During the Treasury Meetings in the Kingdom Phase and the End Phase, each character in the Court may purchase one Item with a Cost less than or equal to the Kingdom's Lifestyle Level. Note that

you do not have to reduce the Treasury when purchasing Items. If the Kingdom's Lifestyle Level is 3, then you may purchase an Item whose Cost is 3 or less without reducing the Treasury. You cannot acquire an Item with a Cost higher than the Kingdom's Lifestyle Level even if you reduce the Treasury. You can acquire Items with a Cost higher than the Kingdom's Lifestyle Level by using Materials to craft them, by finding them in your adventures, etc...

Action Resolution

Once the Roundtable Discussion is completed, each character may prepare for their adventure before leaving. Treat resolving actions as a single cycle. You may choose and undertake one of the Plan Actions below.

Wandering

Roll a D66 and consult the Wandering Tables.

Craft Items

If you have the necessary materials, you may craft an Item.

Gather Information

You may dispatch your Followers in order to gain information about this adventure's Dungeon.

Other

You may use a Support or Plan action. You may perform a Cooperative Action, or use one Facility, Skill, or Item with a Support or Plan action. If the GM allows it, you may also perform any other action you like.

Craft Items

You may spend materials in order to create an Item. Look at the Materials line of the Item you wish to create. If you can spend the Materials from among those in the Court or Kingdom, you may make one of those Items. As long as you have enough Materials, you may craft as many of that Item as you wish.

Once you are finished crafting the Item, you become Exhausted.

Wandering

You may observe the Kingdom. When you decide to Wander, choose one of the Wandering Tables and roll 2D6, and apply the result. Once you have resolved the effect of the roll, you become Exhausted.

Lifestyle Wandering Table	
Roll	Result
2	An envoy from the Capitalistic Holy Republic of HAGLMA appears. If you receive the envoy, make a Lifestyle / 9 check. If it is successful, you gain 1D6 MG. Increase the difficulty of the check by 2 points if your Relationship with HAGLMA is Dangerous, or by 4 points if your Relationship is Hostile. If you don't receive the envoy, decrease your Relationship with HAGLMA by 1 step. If you do not receive the envoy and your Relationship with HAGLMA is Hostile, you lose 1 region.
3	The Kingdom is quite lively. Gain 1 Drive. You may make one additional action during the Kingdom Phase.
4	You hear a rumor that travelers have come to the Kingdom. If you complete the objective for this game's scenario, during the End Phase, increase the number of Citizens by 2D6.
5	You meet a wandering merchant and ask him how business is going. Roll 2D6 and note the result. During the Earnings Report step of the End Phase, you may use that result instead of rolling on the Market Table.
6	The ladies of the Kingdom are having a discussion around the well. It seems that they're dissatisfied with state of goods in the Kingdom. For each 5 Leather you acquire during the game, recover 1 Voice of the People. If you cannot acquire any Leather by the Earnings Report step of the End Phase, increase the Upkeep Cost by 1MG.

Lifestyle Wandering Table

7	You notice a number of Citizens worried about food. For each 5 Meat you acquire during the game, recover 1 Voice of the People. If you cannot acquire any Meat by the Earnings Report step of the End Phase, increase the Upkeep Cost by 1MG.
8	During your walk, you discover several Facilities falling into disrepair. For each 5 Wood you acquire during the game, recover 1 Voice of the People. If you cannot acquire any Wood by the Earnings Report step of the End Phase, increase the Upkeep Cost by 1MG.
9	A woman with a swollen belly appears before you and says, "If you return from the Dungeon safely, please give my child a name." If you complete the objective for this game's scenario, during the End Phase, increase the number of Citizens by 2D6.
10	You break a sweat with some of the Citizens of the Kingdom. Make a Lifestyle / 9 check. If it is successful, you receive [Number of Production Facilities] MG.
11	"This could come in handy." Make a Lifestyle / 11 check. If it is successful, you receive a Level 1 Lifestyle Item of your choice with a Cost less than or equal to the Kingdom's Lifestyle Level.
12	Suddenly some travelers visit the Kingdom, and the Kingdom's food stores start to dwindle. Make a Lifestyle / 11 check. If it is successful, you receive supplies from another Kingdom. Increase the number of Citizens by 2D6. If it fails, reduce the number of Citizens by 2D6.

Culture Wandering Table

Roll	Result
2	An envoy from the Millenium Dynasty appears. If you receive the envoy, make a Culture / 9 check. If it is successful, recover 1D6 Voices of the People. If it fails, reduce the Voices of the People by 1D6. Increase the difficulty of the check by 2 points if your Relationship with the Millenium Dynasty is Dangerous, or by 4 points if your Relationship is Hostile. If you don't receive the envoy, decrease your Relationship with the Millenium Dynasty by 1 step. If you do not receive the envoy and your Relationship with the Millenium Dynasty is Hostile, you lose 1 region.
3	The Citizens are preparing for a festival. If you complete the objective for this game's scenario, during the Earnings Report step of the End Phase, you gain [Number Of Voices of the People During The Earnings Report - Number Of Voices of the People At The Start Of The Game] MG. If that number is negative, increase the Upkeep Cost by that much instead.
4	You receive a letter from a childhood friend who left for the city. It seems like she wants to know how the Kingdom is doing. If you complete the objective for this game's scenario, you receive 1 Talent during the End Phase. Randomly determine what Job they have using the Birth Table.
5	You hear a rumor about another Landmaker. Choose a character from the Court. Increase your Affection Score towards that character by 1 point.
6	A representative of the youth tells you that, for the sake of improving the town, they want to learn about foreign countries. For each 5 Information you acquire during the game, recover 1 Voice of the People. If you cannot acquire any Information by the Earnings Report step of the End Phase, increase the Upkeep Cost by 1MG.
7	A group of young girls are having fun talking about the latest fashion trends. For each 5 Cloth you acquire during the game, recover 1 Voice of the People. If you cannot acquire any Cloth by the Earnings Report step of the End Phase, increase the Upkeep Cost by 1MG.
8	The Citizens are gossiping about you. For each Lover, Devotee, or Best Friend Special Relationship you acquire during the game, recover 2 Voices of the People. If you cannot acquire any Special Relationships by the Earnings Report step of the End Phase, increase the Upkeep Cost by 1MG.
9	You feel as if someone is glaring at you. Choose a character from Court. Increase that character's Hostility Score towards you by 1 point.
10	You notice some travelers who are visiting the Kingdom. Make a Culture / 9 check. If it is successful, you receive [Number of Recreation Facilities] MG.
11	"I'm praying for your safety..." Make a Culture / 11 check. If it is successful, you receive a Level 1 Recovery Item of your choice with a Cost less than or equal to the Kingdom's Lifestyle Level.
12	The faces of the Kingdom's Citizens are lifeless. They're tired of life in the bleak Dungeon. Make a Culture / 11 check. If it is successful, you hold a festival to cheer up the Citizens. Recover 1D6 Voices of the People. If it fails, increase the Upkeep Cost by 1D6 MG.

Order Wandering Table

Roll	Result
2	An envoy from Metro Khan appears. If you receive the envoy, make an Order / 9 check. If it is successful, you gain 2D6 citizens. If it fails, you lose 2D6 Citizens. Increase the difficulty of the check by 2 points if your Relationship with Metro Khan is Dangerous, or by 4 points if your Relationship is Hostile. If you don't receive the envoy, decrease your Relationship with Metro Khan by 1 step. If you do not receive the envoy and your Relationship with Metro Khan is Hostile, you lose 1 region.
3	"It's not much, but please use this on your adventure..." Choose 1 Material at random using the Market Table. You receive 1D6 of that Material.
4	The Citizens are talking among themselves about how they can protect the Kingdom. If you complete the objective for this game's scenario, choose a Facility with Levels, and build another of that Facility in a room next to it.
5	As a result of taking walks every day, your health has improved. For the rest of this game, increase your maximum HP by 5 points, and recover 5 HP.
6	The Citizens of the Kingdom are worried about who will hold down the fort while the Landmakers are away. For each Talent you acquire during the game, recover 1 Voice of the People. If you cannot acquire any Talents by the Earnings Report step of the End Phase, increase the Upkeep Cost by 1MG.
7	Dungeonification of the area around the Kingdom keeps happening. If you don't construct an anti-dungeonification barrier... For each 5 Reagents you acquire during the game, recover 1 Voice of the People. If you cannot acquire any Reagents by the Earnings Report step of the End Phase, increase the Upkeep Cost by 1MG.
8	The operational output of the Kingdom's Facilities is decreasing. They need maintenance. For each 5 Machinery you acquire during the game, recover 1 Voice of the People. If you cannot acquire any Machinery by the Earnings Report step of the End Phase, increase the Upkeep Cost by 1MG.
9	You hear a rumor about a nearby Kingdom. If there are any Allied, Friendly, or Neutral kingdoms on the Known World section of the Kingdom Sheet, choose 1 at random. Choose a Material at random from the Market Table. That Kingdom's Market becomes that Material.
10	Looking at the peaceful sight of your Kingdom, and feel rewarded. Make an Order/ 9 check. If it is successful, you receive [Number Of Court Facilities] MG.
11	"This will keep you safe in the Dungeon..." Make an Order / 11 check. If it is successful, you receive a Level 1 Exploration Item of your choice with a Cost less than or equal to the Kingdom's Lifestyle Level.
12	You've heard that malcontents in the Kingdom have been spreading unsettling stories. Make an Order / 11 check. If it is successful, you manage to make preparations for while you are gone. During the game, you may prevent the effect of one roll on the Kingdom Disaster Table. If it fails, destroy 1 random Facility.

Military Wandering Table

Roll	Result
2	An envoy from the Dynamite Empire appears. If you receive the envoy, make a Military / 9 check. If it is successful, you gain 1D6 MG. If it fails, increase the Upkeep Cost by 1D6. Increase the difficulty of the check by 2 points if your Relationship with the Dynamite Empire is Dangerous, or by 4 points if your Relationship is Hostile. If you don't receive the envoy, decrease your Relationship with the Dynamite Empire by 1 step. If you do not receive the envoy and your Relationship with the Dynamite Empire is Hostile, you lose 1 region.
3	You hear a legend about the Dungeon from an elder. During this game, if you defeat a Monster with a Level less than or equal to yours, you may make that Monster a Monster Citizen. This effect may only be used once this game.
4	Someone yells to you encouragement for your next adventure. "Do your best!" "I'm waiting for the good news!" The Citizens' expectations bolster your spirit. Increase your Capacity by 1 point for the rest of the game.
5	You get in an argument over something stupid. Choose a character from the Court. You each increase your Hostility Score towards each other by 1 point.
6	You go to watch the soldiers as they train, but they're lacking weapons. For each 5 Fangs you acquire during the game, recover 1 Voice of the People. If you cannot acquire any Fangs by the Earnings Report step of the End Phase, increase the Upkeep Cost by 1MG.
7	You hear a rumor from a traveler that a neighboring Kingdom has been bolstering their military. For each 5 Iron you acquire during the game, recover 1 Voice of the People. If you cannot acquire any Iron by the Earnings Report step of the End Phase, increase the Upkeep Cost by 1MG.
8	A large number of monsters have been appearing nearby lately. For each 5 Gunpowder you acquire during the game, recover 1 Voice of the People. If you cannot acquire any Gunpowder by the Earnings Report step of the End Phase, increase the Upkeep Cost by 1MG.

Military Wandering Table

Roll	Result
9	A war breaks out between two nearby kingdoms. Choose two kingdoms from the Known World section of the Kingdom Sheet. Those two kingdoms are at war. Calculate the military power ($1D6 + \text{Number of Regions}$) of both kingdoms. The Kingdom with the higher military power wins, and gains 1 region. The one that lost loses 1 region. If you wish, you may send reinforcements to one of the kingdoms. Make a Military Check with a difficulty equal to $[9 + \text{Number Of Regions Possessed By Their Opponent}]$. If it is successful, you may increase their military power by 1D6. Regardless of the outcome the war, increase your Relationship with the kingdom you sent reinforcements to by 1 step, and decrease your Relationship with their enemy by 1 step.
10	A tribute arrives from a neighboring kingdom. Make a Military / 9 check. If it is successful, during the Earnings Report step of the End Phase, you receive one Rare Item whose Cost in () is less than or equal to $[\text{Number Of Regions}]$.
11	"I thought I'd get this ready for you." Make a Military / 11 check. If it is successful, you receive a Level 1 Arms Item of your choice with a Cost less than or equal to the Kingdom's Lifestyle Level.
12	Sensing that you were about to leave, somebody attacks the Kingdom! Make a Military / 11 check. If it is successful, people laud your bravery. Each member of the Court gains 1D6 points of Drive. If it fails, each member of the Court loses 1D6 HP and 1D6 Followers.

Column: Wandering Overview

Although there are four Wandering Tables, one for each Kingdom Attribute, regardless of which table you use, there are a number of little, supplemental missions like "Acquire X Material" that can have an effect on the scenario. If you succeed on these missions, you can receive Treasury, Citizens, Facilities, Items, etc... Landmakers who want to improve the Kingdom will want to go Wandering. There are also a number of situations where you will have to make checks with Kingdom Attributes. There is a larger chance of having a good result if you choose a table that corresponds to a high Kingdom Attribute.

Gathering Information

You may investigate the contents of the Dungeon in advance. Resolve this in the following order.

Determine the Number of Followers to Dispatch

First choose the number of Followers you are going to send. You must send at least 1.

Determine the Location to be Investigated

After you choose the number of people being sent, next choose a location to investigate. If nobody has yet gathered information, choose a random room from this adventure's map. Your Followers have been dispatched to that room. If somebody has already gathered information, and you already have information on at least one room, you may start from whichever room you like.

Command Check

Once you have chosen the location to be investigated, you make a Command Check. The character gathering information rolls a Wit or Quest check. The difficulty is $[7 + \text{The Number Of Rooms Investigated So Far} + \text{The Number Of Followers Lost So Far}]$.

If the check is successful, you learn the number of Monsters and Traps in that room, as well as any Corridors connecting to that room. If the check is a critical success, you also learn the names of Monsters and Traps in that room, as well as their Ruler.

If the check fails, you lose a number of dispatched Followers equal to $[\text{Difficulty} - \text{Result}]$. Then, as long as you have at least 1 dispatched Follower remaining, you learn the same thing as you would from a successful check. If it is a critical failure, you lose all dispatched Followers.

If the number of dispatched Followers is reduced to 0 or less, the Information Gathering is a failure. If the Information Gathering is a failure, or you no longer wish to continue, you become Exhausted.

Continuing Gathering Information

After you have received the information on a room, if you have any dispatched Followers left, you may continue to gather information. Choose one room that is connected by a Corridor to the room you dispatched them too, and make another Command Check. Make sure to note the increase in difficulty for subsequent checks.

Column: The Difficulty of Gathering Information

When Gathering Information, the difficulty for the Command Check is $[7 + \text{The Number Of Rooms Investigated So Far} + \text{The Number Of Followers Lost So Far}]$. In other words, the difficulty of the first check is 8. If the check is successful, the difficulty of the next check is 9, then 10, and so on.

Planned Actions

You may use Skills, Items, or Facilities with an action type of Plan or Support. Once they are resolved, your turn is completed. If the GM allows it, you may also take any other action that could be done within the Kingdom.

Departure

Once all actions have been resolved, it's finally time to depart on your adventure. However, before you arrive at your destination, you must roll 2D6 one or more times on the Travel Events Table and apply the result.

Look at the Known World section of the Kingdom Sheet, and determine the route you will take from your Kingdom to the destination area. You must start from an entrance in your Kingdom, and move vertically or horizontally. Roll 2D6 for each region your enter and apply the result.

Special Regions

When you enter an already established region, if you roll a 7 on the Travel Events Table, the result can change depending on what lies in that region. If you travel through a kingdom other than your own, instead of rolling on the table, you will have to reduce your Treasury. If your Relationship with that kingdom is Allied, Friendly, or Neutral, lose 1MG. If the Relationship with that kingdom is Dangerous, lose 1D6 MG. You cannot enter kingdoms with whom you have a Hostile Relationship.

Returning

When the Dungeon Phase ends and you return to the Kingdom, you must also roll on the table and apply the result in the same manner.

Travel Events Table	
Roll	Result
2	Love blooms on the road. Everyone chooses one character and increases their Affection Score towards that character increases by 1 point.
3	Hmm? A corpse moved. Choose 1 type of Material, and receive 1D6 of that Material.
4	A bug occurs in the kernel, and the area around you becomes wrapped in darkness. Choose a random character from the Court. If that character is holding a Star Fragment, it is destroyed.
5	Because of dungeon disasters, you end up lost. Each character makes a Wit / 9 check. $[1D6 - \text{Number Of Characters Who Succeed}]$ Quarters pass.
6	You are caught in an insidious trap. Each character makes a Quest / 9 check. Each character that fails loses 1D6 HP.
7	If this is an unknown region, nothing happens. Otherwise, apply the result from the Special Region Events Table.
8	You are attacked by monsters. Each character makes a Warfare / 9 check. Each character that fails loses 1D6 HP.
9	A terrifying howl pierces the air, and then suddenly everything falls silent. Each character makes a Charisma / 9 check. Each character that fails, loses 1D6 Followers who flee back to the Kingdom.
10	Everything starts rumbling, and suddenly everything around you starts undergoing dungeonification. Choose 1 random known region. The entire Court is teleported to that region.
11	Huh? Looks like something fell. You receive 1 random Common Item.

Travel Events Table

Roll	Result
12	Lucky! You find 1MG.

Special Region Events Table

Region Type	Result
Starfield	You've invoked the ire of the stars. If there is no Astrologist PC in the Court, each member of the Court receives 3D6 damage.
Holy Ground	A group of warrior clerics guarding the holy land appear. If there is an Oracle in the Court, each member of the Court takes 2D6 damage and gains the Disoriented Bad Status.
Staircase	You encounter a group using the stairs. A Random Encounter occurs.
Monster Hive	You've never seen this kind of Monster before... Each character makes a Warfare / 13 check. Each character who fails loses 2D6 HP
Dungeon Master's Lair	The Citizens are overcome with dread. Each character has 1D6 Followers flee.
Labyrinth	You get lost. 1D6 quarters pass.
Power's Enclave	Nothing's free in the city. Increase the Upkeep Cost by 1D6 MG.
Resource	Materials fall from the ceiling! Each member of the Court loses 1 HP. You receive 1D6 of that region's Construction Material.
Village	You can rest a little. Each member of the Court recovers 1 Drive.

Dungeon Phase

Dungeon Phase

The Dungeon Phase is where the characters leave the Kingdom, enter the Dungeon, explore rooms, fight, and camp. They go on an adventure, traveling from room to room trying to complete the objective of the scenario. For typical scenarios, most of the time the objective will be defeating the Ruler. If the Ruler is defeated, or acquiesces, and you are able to return to the Kingdom, you may add that map to the Kingdom's territory.

Actions during the Dungeon Phase are handled in cycles called Quarters. Each Quarter consists of the "Enter a Room," "Encounter," and "Camp" steps. Every 4 Quarters that pass counts as 1 Turn, and after 3 Turns have passed, the members of the Court start to become tired.

If all of the members of the Court are wiped out in the Dungeon, return to the Kingdom and begin the End Phase.

Dungeon Phase Setup

When the Dungeon Phase starts, place the Battlefield on the table. Then, place the pawns representing each member of the Court somewhere in your camp (the white Areas). At this point, you cannot deploy into the enemy camp (the black Areas)

Enter a Room

The Court may move from their current room to any laterally adjacent room connected by a Corridor. If that room has an entrance/exit, they may move to another map.

When the Dungeon Phase starts, the first move they make may only be into a room with an entrance.

Moving through Explored Rooms

If the only rooms available to move through have already been explored, as long as you are moving through already explored rooms, you may move through any number of rooms with 1 move.

However, if you choose to move like this, the chance for a random encounter increases.

Encounter

After entering a room, an encounter occurs.

The first time you enter a room, the GM describes that room's interior, the Corridors connected to it, objects and living creatures in the room, etc... as determined by the scenario. If that room has already been explored, then a random encounter may occur.

Column: Mapping

It may be a good idea to designate a single player to be in charge of recording information about the Dungeon they are exploring on the Map Sheet. The GM explains the structure of the Dungeon to the player recording the map by saying something like, "Right now you are in Room A3, and there are Corridors extending towards B2 and B3." If you place the map in the middle of the table, it will make it easier to consult while exploring the Dungeon.

Random Encounters

When you move into an empty room that you have already explored, or if you are leaving an empty room that you have already explored, there is a possibility of a Random Encounter. The representative of the Court rolls 2D6. If the number rolled is less than or equal to [Number Of Members In The Court + Number Of Rooms Moved + Number Of Quarters Spent In That Room], then a Random Encounter occurs.

The characters meet with Monsters according to the Random Encounter Table. The Monsters' reaction is Neutral. If they try to Negotiate, roll 2D6 and subtract 2 from the result on the Negotiation Table. If the result is less than 2, it becomes 2.

Encountering Monsters

Monsters you encounter will usually have one of three responses, either Hostile, Neutral, or Friendly. Treat any Monster not described by the scenario to be Hostile or Friendly as Neutral.

Hostile Monsters

Hostile monsters are ones that are hungry, or bear some kind of ill will towards the members of the Court. There are also many Monsters who may start off as Neutral, or even Friendly, who turn Hostile towards the Court after they have killed others of their kind in the Dungeon. If you encounter a Hostile monster, Combat breaks out.

Friendly Monsters

Friendly monsters hold warm feelings towards the Court or humanity, and won't act threatening towards them. If the Court encounters a Friendly Monster, they must choose whether to fight them or Exchange with them. If they choose to fight them, treat it as you would a Combat with a Hostile monster. If they choose to Exchange with them, proceed to the Camp step and follow the rules for Exchanging there.

Neutral Monsters

Neutral monsters may be cautious, or not have a necessarily positive reaction, but they won't instantly try to flee or attack. If the Court encounters a neutral Monster, they must choose whether to fight them or to Negotiate with them. If they choose to fight them, treat it as you would a Combat with a Hostile monster. If they choose to Negotiate, resolve the Encounter using the Negotiation rules.

Negotiation

If you encounter a Neutral Monster and decide to Negotiate with them, the representative of the Court rolls 2D6 and consults the Negotiation Table. After resolving the effect of the roll, proceed to the Camp step.

Negotiation Table	
Roll	Result
2	Their neutral intentions were all a ruse. They launch a sneak attack when you aren't prepared. Engage in Combat, and you are Surprised.
3	Negotiations fall apart! Engage in Combat.
4	Negotiations fall apart! Engage in Combat.
5	"We'll listen to you if you give us a sacrifice." If you sacrifice a number of Followers equal to the Level of the highest Level monster, they become Friendly. However, your Voices of the People are reduced by 1D6. If you do not sacrifice any Followers, resolve the encounter with Combat.
6	"...What is it you're interested in?" Choose one of the Random Word Tables and roll a D66. If there is a character among the Court who has that word as Like, the monsters become Friendly. If not, resolve the encounter with Combat.
7	The monsters stare at you, as if they want something. If you give them a number of Meat equal to the number of monsters, or a Lunch of Full Course, they become friendly. If you do not, resolve the encounter with Combat.
8	The monsters stare at you, seeming to appraise your worth. If you increase the Upkeep Cost by 1D6 MG, they become Friendly. If you do not, resolve the encounter with Combat.
9	"Gimme something nice." If you give them 1 Item with a Cost equal to or higher than the Level of the highest Level monster, they become Friendly. If it is a Rare Item, you can treat it as if you added 10 to the value in parentheses. If you do not give them anything, resolve the encounter with Combat.
10	"Tell me something interesting." The monsters want to hear an interesting story. The players have to come up with an interesting story to tell the monsters. If the GM thinks it's interesting, make a [Charisma] / 9 check. If it successful, the monsters become Friendly. If it fails, resolve the encounter with Combat.

Negotiation Table	
Roll	Result
11	"I'll listen to you if you can defeat me." A monster challenges you to a one-on-one fight. Choose 1 member of the Court, and the monster with the highest Level, and they engage in one-on-one Combat. Both of them start in their respect Vanguard areas of the Battlefield. If you win the fight, they become Friendly. If you lose, the Court must decide whether to fight them or Negotiate again. If anyone interferes with the Combat, negotiations break down, and everyone becomes involved in the Combat.
12	A match made in heaven! As soon as they laid eyes on you, their hearts opened up. The monsters increase their Affection Score towards the Court's representative, and become Friendly.

Rushing Forward

Once the Encounter step has ended, if you are strapped for time, you may rush forward. The representative of the Court makes a Charisma check. The difficulty is equal to $[\text{Total Number of Followers of the Court} \times 1/10 + 7]$. If the check is successful, you may return to the Entering a Room step and make one more move. If the check fails, you proceed to the Camp step.

Camp

After Encounters have been resolved through Combat or Negotiation, or even if there was no combat, you Camp. During the Camp step, each member of the Court may choose to do one of the following Plan Actions. You may resolve the actions in whatever order you wish. Once somebody has acted, they become Exhausted.

Search

You investigate the inside of the room. You may discover Traps or information.

Rest

You spend a little bit of time resting in the room. Roll 2D6 and consult the Rest Tables.

Exchange

You may receive something from a Friendly Monster.

Gather Information

You may dispatch your Followers to Gather Information, as in the Kingdom Phase. However, you may only Gather Information about a room directly adjacent to the one you are in.

Disarm

If a Trap you have discovered can be disarmed with a check, you may attempt to do so.

Other

You can make 1 Support or Plan action. You can use a Cooperative Action, or a Skill or Item with a Support or Plan action. If the GM allows it, you may also take another type of action.

Happening

If an action during the Camp step results in a critical failure, in addition to the usual results of a critical failure, roll 2D6 and consult the corresponding Happening Table for the Ability Score used for that check.

Wit Happening Table	
Roll	Result
2	You wonder if you really should be leading the Kingdom... If you cannot sacrifice a Drink, decrease your Wit by 1 point for the rest of the game.

Wit Happening Table

Roll	Result
3	The integrity of the King is in question. Roll 2D6. If the result rolled is greater than or equal to [Voices of the People + The Total of All Affection Scores Towards the King Among the Court], reduce the Voices of the People by 1D6, and roll again on the Wit Happening Table.
4	Your thinking has become clouded. Receive the Disoriented Bad Status.
5	You've betrayed someone! Choose the character with the highest Affection Score towards you. Increase that character's Hostility Score towards you by an amount equal to their Affection Score towards you. Then, their Affection Score towards you becomes 0.
6	Should we really be following this person...? Each member of the Court decreases their Affection Score towards you by 1 point (it cannot be reduced below 0). If this would reduce anyone's Affection Score to 0, lose 1 Voice of the People.
7	A scandal erupts in the Court! Lose a number of Voices of the People equal to the highest Hostility Score towards you in the Court.
8	Rumors of your mistakes have started to spread. Choose a nearby kingdom at random. Your Relationship with that Kingdom reduces by 1 rank.
9	It's been discovered that the Kingdom is in danger of financial collapse. Make a Lifestyle Level check with a difficulty equal to [9 + Current Number of Turns That Have Passed]. If you fail, increase the Upkeep Cost by 1D6 MG.
10	The Dungeonification in this area is very severe. Another Quarter passes.
11	The requests of your Kingdom's Talents are starting to pile up. During the Treasury Meeting step of the End Phase, increase the Upkeep Cost by [Number of Talents Used This Game] MG.
12	You've lost faith in yourself. Randomly choose a Job by rolling on the Birth Table. You change your current Job to that one.

Charisma Happening Table

Roll	Result
2	You're so distraught over the Citizens' quarrels that you start pulling out your hair! If you cannot sacrifice a Drink, decrease your Charisma by 1 point for the rest of the game.
3	A careless comment sparks a disagreement... Choose a character. Each member of the Court increase their Hostility Score towards that character by 1 point.
4	The Dungeon grows jealous of your beauty and decides to change your form. You receive the Cursed Bad Status.
5	Excessive kindness turns to hatred a hundredfold. Choose the character with the highest Affection Score towards you. Increase that character's Hostility Score towards you by an amount equal to their Affection Score towards you. Then, their Affection Score towards you becomes 0.
6	There's an air of unrest around you... Choose the characters with the two highest Love subtype of Affection Scores towards you. They each increase their Hostility Score towards each other by 1 point.
7	The Citizens will to fight drops as they watch the members of the Court quarrel. Reduce your Followers by an amount equal to the highest Hostility Score towards you among the members of the Court.
8	You're caught up in a storm of jealousy inside the Court. Count the number of members of the Court who have Love subtype Affection Scores towards you. For the rest of the game, whenever you make a check, if the total on the dice is less than or equal to that number, it becomes a critical failure (this number cannot be less than 2).
9	You've run out of love. Each member of the Court decreases their Affection Score towards you by 1 point (it cannot be reduced below 0).
10	Someone is doubting your orders... Make a Charisma Check with a difficulty equal to [Your Number of Followers]. If it fails, you lose a number of Followers equal to [Difficulty - Result].
11	A member of the opposite sex claiming to be your love appears! Choose the member of the Court with the highest Affection Score towards you. You lose a number of HP equal to that character's Warfare.
12	Nobody trusts you. For the rest of the game, you cannot make Cooperative Checks, and you cannot use the Special Relationship rules.

Quest Happening Table

Roll	Result
2	Your hands can't stop shaking... If you cannot sacrifice a Drink, decrease your Quest by 1 point for the rest of the game.
3	You get hit by a falling star. Reduce your HP by 1D6.

Quest Happening Table

Roll	Result
4	You know about your enemy's past, and sympathize with him. Increase your Affection Score towards this map's Ruler by 1 point. For the rest of the game, when you attack a character towards whom you have an Affection Score, if it is a critical failure, you lose a number of points of Drive equal to your Affection Score towards that character.
5	Yesterday's friend, today's foe. Choose the character with the highest Affection Score towards you. Increase that character's Hostility Score towards you by an amount equal to their Affection Score towards you. Then, their Affection Score towards you becomes 0.
6	You carelessly drop an Item and break it. Choose a random Item Slot. If you have an Item in that Item Slot, it is destroyed.
7	The kernel activates, and Traps become more powerful. For the rest of the game, the difficulty to Disarm Traps is increased by 1 point.
8	There's a break in your friendship! Each member of the Court decreases their Affection Score towards you by 1 point (it cannot be reduced below 0), and increases their Hostility Score towards you by 1 point.
9	An enemy dungeonification attack! Each member of the Court makes a Quest / 11 check. Each character who fails receives 2D6 damage.
10	Acting on a sudden impulse, you dip your hand into the Kingdom's savings. The GM chooses a Common Item. You receive that Item, and increase the Upkeep Cost by 1D6 MG. Reduce the Voices of the People by 1 point. If there is another PC in the same room, they may spend 1 Hope and make a Quest / 9 check. If it is successful, they may stop you.
11	You end up activating a hidden trap. Choose a random Disaster type trap. That trap takes effect.
12	The Dungeon's Ruler hates you, and puts a bounty on your head. For the rest of the game, whenever a Monster's attack or a Trap would decide a target randomly, you become that target (if this effect is rolled more than once, choose a character at random from those affected by it).

Warfare Happening Table

Roll	Result
2	Without warning you feel as if you're going to revert to childhood. If you cannot sacrifice a Drink, decrease your Warfare by 1 point for the rest of the game.
3	You idiot! Taken by surprise!? A Random Encounter occurs. Treat this Combat as if you are surprised.
4	Your Followers' expectations weigh heavily on you. Lose a number of points of Drive equal to [Voices of the People - 1D6].
5	"Woah! Watch out!" a Follower rescues you. Reduce your Followers by 1D6.
6	You're annoyed and lash out without thinking. From among the characters towards whom you have a Hostility Score, choose at random one towards whom you have the highest Hostility Score. Reduce that character's HP by an amount equal to your Warfare.
7	It's a duel! Choose a character among the Court with the highest Hostility Score towards you. Reduce your HP by an amount equal to their Hostility Score towards you.
8	Those lousy pigs... Increase your Hostility Score towards each member of the Court by 1 point.
9	An old wound starts to hurt. For the rest of the game, during Combat, whenever an enemy successfully attacks you, increase the damage of that attack by 1 point.
10	You're suddenly wracked by despair and negativity, and your hearts are shattered. Each member of the Court loses 1 point of Drive.
11	Someone appears claiming you're the one who killed their parents. Choose one type of Monster defeated this game. You enter Combat with 1D6 of that Monster.
12	You can't forgive your mistake. For the rest of the game, reduce your Capacity by 1 point.

Search

You investigate the Dungeon. A Searching character first chooses one of the following 3 targets for the Search.

Room

You Search the room of the Dungeon that you are currently in.

Corridor

You choose one Corridor that extends from the room you are currently in to Search.

Object

You choose one person, object, site, etc... described by the GM during the Encounter step to Search.

After you decide on a target for the Search, make a check. You may use either Wit or Quest. The difficulty is equal to [Number of People in the Court + 7]. If it is successful, you discover all of the Traps or information hidden there. If there is nothing there to discover, roll on the Materials Table, and you receive 1 of that Material. A character who Searches becomes Exhausted.

Rest

When you Rest, you spend some time in that room taking a break or having fun. You may Rest in a room that hasn't been explored. A resting character chooses 1 of the Rest Tables, rolls 2D6, and applies the result. A character who rests becomes Exhausted.

Wit Rest Table	
Roll	Result
2	You can't fall asleep, but instead have a lively conversation gossiping with the citizens. When you do, you come up with a great idea on how to save some money... Make a [Wit] / 11 check. If it is successful, reduce the Upkeep Cost for this game by 1D6 MG.
3	You have a dream that you're being chased by something you hate. When things are at their worst, one of your companions comes to check on you. Choose a character from the Court. Increase your Affection Score towards that character by 1 point.
4	You have a dream about something you like. You cry out for more, more! Choose 1 thing you like. Think up a happy situation involving that item and tell it to the other players. If anybody else feels like it was a happy dream, you recover 2 points of Drive.
5	Just as you are about to go to sleep, one of the citizens turns blue in the face and starts shivering. He's worried about his family he left behind in the Kingdom. Make a [Wit] / 11 check. If it is successful, recover 2 Voices of the People.
6	"Just a little bit more, let's try our hardest," you yell out to your companions with all your strength. Make a [Wit] / 9 check. If it is successful, recover a number of Voices of the People equal to the total of all Affection Scores towards you among the members of the Court.
7	You don't have time to rest because you are too busy working and giving orders to your Followers and companions. Even though you're dog tired, you still serve your Followers tea as you yawn. Recover 1 Voice of the People.
8	You lay out the map in front of you and have a heated discussion about the rest of the adventure. Even though there are objections, your opinion wins out. What we need is not to die like heroes, but to keep on living. Choose a character from the Court. Increase that character's Hostility Score towards you by any number of points, and recover that many Voices of the People.
9	You wonder if you shouldn't try out cooking for once... You may use the effect of a Lunch of Full Course and eat dinner. If you do, roll 1D6. If it is odd, the meal is delicious. Increase the Voices of the People by 1 point. If it is even, well, better luck next time. Each member of the Court increases their Hostility Score towards you by 1 point.
10	A group of youngsters from among your Followers gathers around you and asks you to tell them stories of your adventures. Make a Wit check with a difficulty equal to [Current Number of Voices of the People + 3]. If it is successful, recover 1D6 Voices of the people. If it fails, you may not take any actions during the next Quarter.
11	You discover people who were trapped in the Dungeon. You really want to help them, but you're worried about your provisions. Make a [Wit] / 9 Check. If it is successful, increase your Followers by 1D6.
12	"Just as I thought..." As you expected, this isn't a normal Dungeon. This time, you'll definitely need to use "that." Choose 1 skill you know. You may lose that skill, and learn another skill from the same skill group. This effect is permanent.

Charisma Rest Table

Roll	Result
2	You discover a fairy's wine cellar and start drinking. Each member of the Court recovers 1 Drive. Make a [Charisma] / 9 check. If you fail, you get drunk and start stripping. Roll 1D6. If it is odd, each member of the Court increases their Affection Score towards you by 1 point; if it is even, each member of the Court increases their Hostility Score towards you by 1 point
3	"...The truth is, I... mumble mumble mumble." You say something weird during your sleep. Each member of the Court swaps their Affection and Hostility Scores towards you. They may change the type of Relationship.
4	While you're resting, the cold Dungeon floor saps your body heat. While you're asleep, bodies surround you to warm you up. Recover a number of Drive and HP equal to the number of characters who have Affection Scores towards you.
5	The two of you sneak off together to have a good time. If there are any characters with whom you have something you like in common, choose one of those characters, and increase your Affection Scores towards each other by 1 point.
6	The light of the stars illuminates your face in a romantic way. Choose a character, and make a Charisma check with a difficulty equal to [9 + That Character's Affection Score Towards You]. If it is successful, increase that Character's affection towards you by 1 point.
7	Your eyes meet. Make a [Charisma] / 9 check. If it is successful, choose a character at random from the rest of the court. Increase either your Affection Score towards that character, or that character's Affection Score towards you, by 1 point.
8	You doze off while on watch. When you wake up, you notice somebody has covered you with a blanket. Choose a character at random. Increase your Affection Score towards that character by 1 point.
9	You've found the perfect campsite. Everybody has a lively time chatting around the campfire. Starting with the player to the GM's left, everyone chooses 1 character towards whom they have an Affection Score. Each character chosen receives 1 Drive. If a character is not chosen by anybody, they lose 1 point of Drive and choose a character at random from the Court. Increase their Affection Score towards that character by 1 point.
10	In order to give your tired body some rest, you slip into some more comfortable clothes inside your tent. Somebody enters... Choose a character at random from the Court and roll 1D6. If it is odd, you scream, and each member of the Court increases their Hostility Score towards that character by 1 point. If it is even, you and that character each increase your Affection Scores towards each other by 1 point.
11	Drawn by the smell of delicious food, a group of monsters appears from out of nowhere. Roll on the Random Encounter Table to determine the type of monster. Make a Charisma check with a difficulty equal to [The Highest Monster Level + 3]. If it is successful, you may Exchange with those monsters. If the check fails, Combat breaks out.
12	Suddenly without warning your lips meet! Choose a character. Each other character increase their Affection Score towards you by an amount equal to the total of all Affection Scores towards that character. Then, each other character's Affection Score towards that character becomes 0.

Quest Rest Table

Roll	Result
2	Before you rest, you make sure your equipment is in good order. You're getting better acquainted with one of your Items. Choose one of your Item Slots at random. If that Item Slot has an Item with Levels in it, that Item's Level increases by 1.
3	While searching for a place to lay down, you find an alcove, and inside is a treasure chest. Make a [Quest] / 11 check. If it is successful, choose 1 type of Material, and you receive 1D6 of that Material.
4	You go to sleep after the rest of the citizens are already resting peacefully. In your dreams you see... Make a [Quest] / 11 check. If it is successful, choose a room. You learn the names of of monsters and number of traps in that room.
5	After your Followers have fallen asleep and the room is quiet, you hear a strange noise coming from a neighboring room. Choose a room adjacent to this one and make a [Quest] / 10 check. If it is successful, you learn if there are monsters in that room or not, and if there are, their type and number.
6	Just when you think you're about to rest, you discover a monster graveyard! Everybody starts exploring it. Choose a type of Material. You receive a number of that Material equal to the total of all Affection Scores towards you in the Court.
7	This room is surprisingly calming. If the room contains something you like, you may recover 1D6 Drive. You may ask the GM if the room contains something you like or not.
8	There's some curious graffiti on the wall that feels like it's staring at you... Make a [Quest] / 9 check. If it is successful, you discover an elevator.
9	You discover the bleached bones of a former traveler. Let's see if he left anything useful behind. Make a [Quest] / 11 check. If it is successful, choose a category of Common Items, and receive one of those Items at random.

Quest Rest Table

Roll	Result
10	You stare at the map under the light of the stars... Based on the way this room was built, shouldn't there be something around here...? Make a [Quest] / 10 check. If it is successful, you discover all Event type Traps in the room.
11	Nature is calling. While you're sleeping, you realize you have to go to the bathroom. Make a [Quest] / 11 check. If it is successful, you discover a secret exit. For the rest of the game, you may exit the Dungeon from this room.
12	Is that a secret door!? Make a [Quest] / 11 check. If it is successful, you may place a Corridor from this room to a room of your choice.

Warfare Rest Table

Roll	Result
2	The more time passes, the more eager for combat you become. Recover a number of Drive equal to the number of turns that have passed so far.
3	More... you want to fight more! You've found your thirst for blood. Make a [Warfare] / 11 check. If it is successful, recover 1 Drive and 1D6 HP.
4	You discover a bloody corpse in the corner of the room. If you know the name of this map's Ruler, each member of the Court increases their Hostility Score towards the map's Ruler by 1 point.
5	Monsters who were hiding in the corner of the room attack the citizens while they're asleep! Instantly you grab your weapon and leap towards them! Make a [Warfare] / 10 check. If it is successful, you chase the monsters off, and recover 1 Voice of the People. If you fail, you lose 1D6 Followers and 1 Voice of the People.
6	Watch out! A short sword brushes past your side. When you look closer, you see a poisonous snake was poised to strike at you. You must have misunderstood... Choose a character, and increase your Affection Score towards that character by an amount equal to your Hostility Score towards that character. Then, your Hostility Score towards that character becomes 0.
7	Without realizing it, a terrible strength takes hold in your body. Will it overcome you...? Dark feelings start to rise up within you. Choose a character, and increase your Hostility Score towards that character by 1 point.
8	Because of a disagreement, you end up giving each other the silent treatment. Choose a character at random from the Court. You and that character each increase your Hostility Score towards each other by 1 point.
9	You've taken notice of a rival's actions. Choose the character in the Court with the highest Hostility Score towards you, and recover a number of Drive equal to that character's Hostility Score towards you.
10	If you don't sleep, you won't be able to fight when you need to. You leave the rest up to your companions, and get a solid rest. You may recover 2D6 HP.
11	These footprints... could it be? You discover traces of monsters nearby. Make a [Warfare] / 11 check. If it is successful, you learn the type of one type of monster present that you haven't yet encountered this game.
12	...You thirst for blood! You kick off your blanket and bark at everyone to prepare for a fight. Roll on the Random Encounter Table and engage in combat. After the battle, you receive a randomly determined Rare Item.

Column: Rest Overview

There is a Rest Table for each Ability Score, and the tendencies of the results for each is explained below. You will want to choose a table based on the current situation and the state of your character.

Wit Increase the Voices of the People.

Charisma It is easy to increase Affection Scores.

Quest Acquire Items, Materials, and Information about other rooms.

Warfare Increase Hostility Scores.

Exchange

Exchange is when you can trade useful things with the monsters of the Dungeon. If there are friendly monsters in the room, you can attempt to Exchange with them. A character who does an Exchange chooses one of the following three types. A character who Exchanges becomes Exhausted.

Learn Information

You learn about another room. Choose a room and a monster and make a Charisma check. The difficulty is [5 + Monster Level]. If the check is successful, you learn the number of monsters and traps in

that room.

Trade Materials

You trade Materials with the monster. Choose a monster and make a Charisma check. The difficulty is [7 + Monster Level]. If the check is successful, you lose a number of Materials not listed on that monster's Material section up to that monster's Level. You receive that same number of Materials of a type listed on that monster's Materials section.

Welcome Them to the Kingdom

You invite them to become a citizen of your Kingdom. Choose a monster and make a Charisma check. The difficulty is equal to [9 + Monster Level]. If it is successful, that monster becomes one of your Followers, and if you can return to the Kingdom with them, they become a monster citizen.

Exchange Modifiers

In the following cases, the difficulty of Exchange checks may be altered.

Affection and Hostility

If the targeted monster has a Relationship Score towards the Exchanging character, decrease the difficulty by the level of their Affection Score, and increase it by the level of their Hostility Score.

Special Skills

If any of the monsters encountered know "Schemer" or "Enemy of Humanity", increase the difficulty by 2 points for each skill.

Roleplaying

If a player acts out the Exchange, the GM may apply a modifier of +/- 1-3 points based on the situation.

Surrender

If the monster has surrendered, reduce the difficulty by 2 points.

Changing the Order of Battle

As in the Dungeon Phase Setup rules, you may change the placement of characters on the battlefield. Changing the battle order doesn't make a character Exhausted, and you may do it any number of times you wish.

Eating

Eating is when you use Lunch, Keepable Food, or Full Course Items. When you eat, mark it with a forward slash on the timekeeping box for that Quarter. If you mark 3 or more boxes in any single turn, the entire Court receives the Obese bad status.

Passage of Time

When you have completed the "Entering a Room," "Encounter," and "Camp" steps, a Quarter has ended. If that room was unexplored, mark its Explored box on the map, and make a backwards slash in the time box for that Quarter. When you have marked off 4 time boxes, 1 Turn has passed.

If, after a Turn has passed, you didn't not Eat during that turn, each member of the Court loses 1D6 HP. You are considered Starving, and lose another 1D6 HP each Quarter until you eat.

After 3 Turns, each member of the Court loses 1D6 HP at the end of each Quarter.

Combat

Combat

Combats are how you resolve combat with hostile monsters or other Landmakers that you meet in the Dungeon.

Combats are handled in cycles called Rounds, which are broken up into "Strategy" and "Move and Action" steps. At the end of a round, if either side has been wiped out, the Combat ends. Your own side is referred to as "allied," while the opposing side is the "enemy."

Combat Setup

Before you start Combat, you must prepare the Battlefield.

Players should follow the placement they decided at various points during the Dungeon Phase. Even if they remain in the enemy Encampment from a previous Combat, they cannot change their placement. The lines of battle may only be changed during the Setup step of the Dungeon Phase, or during the Camp Step.

The GM places the monster as described by the scenario. If their placement is not specified, he arranges them in the monster's section of the Battlefield as he chooses. If the room contains combat traps, they are also placed at this time.

Surprise Attacks

There are times when the monsters lie in wait for the Court to attack them unawares. This is called a Surprise Attack. If a surprise attack is successful, all of the characters on the monster side may make 1 free Move and Action.

A surprise attack can occur in the following situations.

Not Enough Information

If you enter a room where you don't know the number of Monsters, and encounter Hostile Monsters, resolve it in the following manner. The representative of the Court makes a [Quest] check with a difficulty of [20 - Number of Monsters in the Room]. If the check fails, the Court is surprised.

Caught From Behind

If, when you encounter the monsters, you did not change the lines of battle and a member of the court is inside an enemy area, they are surprised.

Strategy Check

Once the preparations for Combat are complete, if the characters are not surprised, the round can begin.

The first thing that occurs when a round begins is a Strategy Check. The strategy check determines which side acts first.

The players choose a character from the Court to act as their representative, who then makes a [Wit] check. The difficulty is equal to the highest Defense on the enemy side. If the check succeeds, they act first, if it fails, they act second.

All characters on the side that acts first must move and act, followed by all characters on the side that acts second.

NPC Opponents

If the enemy consists of NPCs rather than monsters, the difficulty of the check becomes the target's [Wit + 7]. Enemy NPCs may use a Cooperative Action to raise the difficulty of the check, similar to the way they are used to raise a result.

Resolving Movement and Actions

After resolving the strategy check, each character on the side which moves first may complete

their movement and actions in whatever order they choose. Only characters who are free to act may do so.

Once every character on the side that moves first has completed their movement and actions, each character on the side that moves second who is free to act may complete their movement and action in whatever order they choose.

Once every character on the side that moves second has completed their movement and actions, resolve the end of round step.

Order of Resolution

Movement and actions must be completed together. A character who moves must then make an action immediately afterward. For example, if Character A moves, they must complete their action before Character B can move.

Movement

A character who wishes to move may move from their current area either forwards (towards the enemy line) 1 space, or backwards (towards their own Encampment) 1 space. However, you may not move forwards from the enemy's encampment or backwards from your own encampment. Moving in this manner is referred to as the Movement Phase.

A character who has completed their movement continues to complete their action.

Obstructing the Advance

If an enemy character is occupying the area you are currently in, it is possible that you might not be able to move forward. This is called obstructing the advance.

Compare the number of allied characters in that area to the total Warfare of all the enemy characters in that area. If the number of allied characters is less than the total warfare of the enemy, your advance is obstructed, and you may not move forward any further. However, if the number of allied characters is greater than the total of the enemy's Warfare, your advance is not obstructed, and you may move forward.

Breakthrough

If your advance is obstructed, but you still wish to move forwards, you may sacrifice your Followers in order to force your way through. This is called Breakthrough. Breakthrough is treated as an Interrupt Action.

You may Interrupt when your advance is obstructed. If anyone on the allied side reduces their Followers by 1D6, they can nullify the effect of an obstructed advance.

Resolving Actions

A character who has completed their movement then proceeds to resolve their action. There are three types of actions that can be taken during Combat. Regardless of which one a character chooses, they are considered Exhausted afterward.

Once all characters on the side that acts first have become Exhausted, you move to the side that acts second. Once all of those characters become Exhausted, the round is over.

Pass

If a character does not wish to do anything, they may pass their movement or action step. You may pass one or the other, or both. A character who passes their action step becomes Exhausted.

Attack

An attack is when you use a weapon or other object to deal damage to an enemy. In order to resolve an attack, choose the weapon you will use, the target of the attack, make an attack roll, and then determine the damage.

Choose a Weapon

Choose a weapon you wish to use from your Item Slots. Weapons are separated into two types, melee and ranged. Any Item may be used as a melee weapon with Range: 0 and Damage: 1.

Choose a Target

Choose a character to target with your attack who is within range of the weapon you are using. Range determines how many squares away the character you wish to target may be. A weapon with a range of 0 may only target a character in the same area.

If you are using a ranged weapon, your target must be within range of the effect of a Star Fragment.

Attack Check

An Attack Check determines whether that attack succeeds or fails. Make a [Warfare] check with a difficulty equal to the target's Defense.

If you succeed, proceed to determining damage. If it is a critical success, before determining damage, roll 2D6 on the Crushing Blow Table.

If you fail, nothing happens. If it is a critical failure, roll 2D6 on the Fumble Table.

Determining Damage

After dealing an amount of damage equal to [Weapon's Damage + Hostility Score Towards the Target], you become Exhausted.

The character who was attacked reduces their HP by an amount equal to the damage. Effects like "Armor" or "Cortex" may reduce the damage at this time. A monster whose HP becomes 0 or less dies, other characters become Unconscious.

Crushing Blow Table	
Roll	Result
2	The result of your attack becomes etched into your weapon. If the weapon you used to attack has a Level, its Level increases by 1.
3	You strike with lightning speed. After resolving this attack, you may make one additional action.
4	Your dreadful attack is strong enough to change your opponent's appearance. The target of your attack gains the Cursed bad status.
5	You put your all into the attack! Double the amount of damage this attack deals.
6	The terrible strength of your attack sends your opponent flying. Move the target of your attack to an area of your choice.
7	A satisfying blow! Increase the damage of the attack by 1D6.
8	You turn your enemy's strength back at him! Increase the damage of the attack by an amount equal to the target's Level.
9	You've knocked your enemy to the brink of death. Instead of dealing damage, you may reduce the target's HP to 1D6.
10	Right on the mark! You've sealed the enemy's skill! Choose 1 skill possessed by the target. He loses that skill for the rest of Combat.
11	The enemy feels your wrath! Increase the damage of the attack by 2D6.
12	You hit your enemy's weak spot and strike them down in a single blow. The target's HP becomes 0.

Fumble Table	
Roll	Result
2	Enemy reinforcements appear! Increase the number of the enemy monster with the lowest Level by 1D6 (if this effect is rolled by a monster, increase the number of Followers of a PC of your choice by 1D6)
3	You're shaken by the enemy's strength. Each allied character moves back 1 space.
4	In your enthusiasm you attack one of your companions. Randomly choose an allied character in the same area. That character receives damage equal to the amount of the weapon you are using.
5	You unexpectedly end up in an argument with a companion. Choose an allied Free to Act character at random. That character becomes Exhausted.

Fumble Table	
Roll	Result
6	You idiot! That was a spell! For the rest of Combat, a Skill or Item that was used by an allied character has no effect.
7	Ow ow ow ow. You end up hurting yourself. You take 1D6 damage.
8	Your opponent manages to counter your attack, using your own strength against you. Reduce your HP to half its current value.
9	Oops, you dropped an Item. Choose an Item you are equipped with at random. That Item is destroyed (if this effect is rolled by a monster, they take 1D6 damage).
10	A kernel activates in the middle of a furious battle. Choose 1 type of combat trap, and place it in your location.
11	You swing at nothing, and are overcome with despair. You, and each character who has an Affection Score towards you of 1 or higher, lose 1 Drive (if this effect is rolled by a monster, they take 1D6 damage).
12	Ack! You lose your grip on your weapon. The Item you were using to attack with is destroyed (if this effect is rolled by a monster, they take 1D6 damage). Choose a character on the Battlefield at random. That character's HP becomes 1.

Support Actions

You may perform one of the following Support Actions. Regardless of which one you choose, you become Exhausted.

Carry

You may move yourself and an Unconscious character in the same area or an adjacent area 1 space.

Exchange Items

You may exchange any number of equipped Items with a character in the same area.

Search

You may search an object that was described during the Encounter Step. Make a [Wit] or [Quest] check with a difficulty equal to [Number of Members in the Court + 7]. If it is successful, you discover any information and traps in the area you searched. The GM determines that information.

Disarm

If you have discovered a trap that can be disarmed with a check, you may attempt to disarm it. If it is a trap set by a monster you may attempt to disarm it if you are in the same area, if it is not, you may attempt to disarm it if you are in the enemy's encampment.

A character in the enemy's encampment may attempt to disarm any traps that they have discovered.

Other Actions

Take any other support action. You may make a Cooperative Action, or use a Skill or Item with a Support type action. If the GM allows it, you may also make other actions.

Special Movement

You may make one of the following Special Movements. Regardless of which you choose, you become Exhausted.

Additional Movement

You may make 1 more movement. The rules for obstructing an advance apply as normal.

Flee

You may perform this action when every member of the Court is in the encampment. Make a [Quest] check. The difficulty is equal to the highest Defense among the enemy. If it is successful, remove

all the enemy characters from the Battlefield.

If the PCs are the ones who fled, they return to the room they were in previously. If they are unable to return that room because of a trap or other effect, their attempt to flee fails. If the monsters succeed at fleeing, the GM may place those monsters in a room of his choice.

End of the Round

When every character on the side that acts second has become Exhausted, or are unable to act, the round is over.

Each character on the Battlefield becomes Ready to Act. Repeat the Strategy Check step.

Damage and Unconsciousness

A character who receives damage reduces their HP by that amount. Record your current HP in the HP field of the character sheet.

If a monster's HP becomes 0 or less, that monster dies.

If a PC's or important NPC's HP becomes 0 or less, roll 2D6 on the Fatal Wound Table. After applying the result, if that character's HP is still 0 or less, that character becomes Unconscious.

An unconscious character is Exhausted, and cannot take Assist or Interrupt actions. An unconscious character's Defense becomes 7.

If an unconscious character receives damage, that character dies.

HP Loss

Sometimes, when you are starving because of not eating or other reasons, a character may lose HP directly without being damaged. Skills such as Disrupt or Items such as Armor that reduce damage do not have an effect on HP loss. Be aware of the difference between damage and HP loss.

Fatal Wound Table	
Roll	Result
2	An overwhelming attack strikes a weak point. You die.
3	A deadly strike grazes your head. Make a [Quest] check with a difficulty equal to [5 + Damage Dealt by the Attack]. If it is successful, you become unconscious. If it fails, you die.
4	You're knocked out, bleeding out, and barely breathing. You become unconscious. If you are not restored to 1 or more HP by the end of Combat, you die.
5	You're struck hard in the head and knocked out. You become unconscious. If you are not restored to 1 or more HP by the end of this Quarter, you die.
6	You've suffered a serious wound and lost consciousness. You become unconscious. If you are not restored to 1 or more HP by the end of 1D6 Quarters, you die.
7	A powerful blow knocks you out. You become unconscious.
8	By chance, an Item protects you from the attack. Choose an Item you have equipped at random. Destroy that Item, and prevent the damage. If you do not have any Items equipped, you become unconscious.
9	The citizens sacrifice their bodies to protect you. Reduce your Followers by 2D6 and prevent the damage. If you have no Followers, you become unconscious.
10	You parry the blow with all your might. Make a [Quest] check with a difficulty equal to [9 - Current HP]. If it is successful, your HP becomes 1. If it fails, you become unconscious.
11	You resist the attack with sheer willpower. Make a [Warfare] check with a difficulty equal to [9 - Current HP]. If it is successful, your HP becomes 1. If it fails, you become unconscious.
12	By some stroke of luck, you manage to avoid being damaged. However, you acquire 1 bad status at random.

Column: HP and Damage

Because of damage and other things, your HP can fall to 0 or less. If a character has 10 HP and takes 12 damage, their HP becomes -2. When a character's HP reaches 0 or less, that character must roll on the Fatal Wound Table and apply the result, but there is a possibility that their HP can be restored with an Interrupt Action using the Oracle Skill Prayer or a Recovery Item like a Potion. If the result of

that action increases their HP to 0 or more, they do not need to apply the effect from the Fatal Wound Table.

Death

A dead character is Exhausted, and cannot make Assist or Interrupt actions. A dead character cannot recover HP by normal methods. A dead character can only have their HP recovered by an Elixir or Holy Grail during the game in which they died. A character who is dead when the game ends cannot be used after that.

The End of Combat

Rounds are repeated as characters continue to wound and defeat each other. Combat ends when all the characters on one side are unconscious, dead, or have lost their will to fight and surrendered. The side that was wiped out or surrendered loses, and the side that remains alive wins.

Surrender

You may attempt to Exchange with Monsters and NPCs that have surrendered and remain alive during the Camp step. Reduce the difficulty of the Exchange check by 2.

Treasure Tables

If the PCs win, note the Level of the defeated monsters, including surrendered ones. Then choose the Treasure Table that corresponds to that Level. For each defeated monster, roll 1D6, and apply the result. For groups of the same type of monster, you may sum their Levels instead of rolling individually. If you choose to do so, you must declare so before rolling.

Individual Level 1-5/Total Levels 1-9 Treasure Table	
Roll	Result
1	Nothing
2	Nothing
3	1 Material of your choice from that monster's Materials field
4	2 Materials of your choice from that monster's Materials field
5	3 Materials of your choice from that monster's Materials field
6	Lunch

Individual Level 6-10/Total Levels 10-15 Treasure Table	
Roll	Result
1	3 Materials of your choice from that monster's Materials field
2	4 Materials of your choice from that monster's Materials field
3	5 Materials of your choice from that monster's Materials field
4	1 Random Recovery Item
5	1 Random Arms Item. If that Item has a Level, it is Level 1.
6	1 Random Rare General Item

Level 1	Level 2	Level 3	Level 4	Level 5
10	5	4	3	2

Individual Level 11-15/Total Levels 16-22 Treasure Table

Roll	Result
1	5 Materials of your choice from that monster's Materials field
2	7 Materials of your choice from that monster's Materials field
3	10 Materials of your choice from that monster's Materials field
4	Choose a category of Common Items. You receive 1 random Item from that category. If that Item has a Level, it is Level 1.
5	1 Random Rare General Item. If that Item has a Level, it is Level 1.
6	1 Random Rare Arms Item

Level 1	Level 2	Level 3	Level 4	Level 5
16	8	6	4	4
Level 6	Level 7	Level 8	Level 9	Level 10
3	3	2	2	2

Individual Level 16-20/Total Levels 23-30 Treasure Table

Roll	Result
1	5 Materials of your choice from that monster's Materials field
2	10 Materials of your choice from that monster's Materials field
3	Choose a category of Common Items. You receive 1 random Item from that category. If that Item has a Level, it is Level 2.
4	Choose a category of Common Items. You receive 1 random Item from that category. If that Item has a Level, it is Level 3.
5	1 Random Rare General Item. If that Item has a Level, it is Level 2.
6	1 Random Rare Arms Item. If that Item has a Level, it is Level 1.

Level 1	Level 2	Level 3	Level 4	Level 5
23	12	8	6	5
Level 6	Level 7	Level 8	Level 9	Level 10
4	4	3	3	3
Level 11	Level 12	Level 13	Level 14	Level 15
3	2	2	2	2

Individual Level 21+/Total Levels 31+ Treasure Table

Roll	Result
1	10 Materials of your choice from that monster's Materials field
2	15 Materials of your choice from that monster's Materials field
3	Choose a category of Common Items. You receive 1 random Item from that category. If that Item has a Level, it is Level 4.
4	1 Random Rare General Item. If that Item has a Level, it is Level 3.
5	1 Random Rare Arms Item. If that Item has a Level, it is Level 2.
6	1 Rare Item of your choice

Level 1	Level 2	Level 3	Level 4	Level 5
31	16	11	8	7

Level 6	Level 7	Level 8	Level 9	Level 10
6	5	4	4	4
Level 6	Level 7	Level 8	Level 9	Level 10
6	5	4	4	4
Level 16	Level 17	Level 18	Level 19	Level 20
2	2	2	2	2

Special Conditions of Combat

Explain any special rules in effect for that Combat.

Increasing Damage

PCs and NPCs may, if they wish, spend Hope in order to increase their damage. Before determining damage, you may spend a number of Hope up to your Warfare. For each point of Hope spent, increase the damage by 1D6.

Entering the Enemy Encampment

When a character who is in the enemy Encampment makes an Attack Check, increase the result by 2 points.

Speeding up Combat

If players are taking too long to make decisions during Combat, the GM may use the following rules. During Combat, the PCs move and act in clockwise order starting from the player seated to the GM's left. A character may spend 1 Hope to change the order and act when they wish.

Holding Back

If a PC desires, they may pull their blows in melee combat. If they do, reduce the results of attack rolls and damage each by 2 points. If a player uses this effect, and the target is reduced to 0 HP or below, they are unconscious instead of dead.

End Phase

End Phase

The End Phase is where you return from exploring the Dungeon and tie up the loose ends of the game. If you are wiped out during the Dungeon Phase, you return to the Kingdom and being the End Phase.

The End Phase consists of the "Returning to the Kingdom," "Epilogue," "Roundtable Discussion," and "Level Up" steps. When you have completed Leveling up, the game is over. Congratulations.

Retrying

When resolving changes to the Kingdom, there is a large difference between the contents of the tables depending on whether the objective of the scenario was completed or not. If you failed to complete the objection of the scenario, there is a high possibility of being penalized on the Kingdom Change Failure Table. In that case, if the scenario allows for it, the Court may attempt to challenge the Dungeon again.

In order to retry, each member of the Court must consent. If you retry, stop resolving the steps of the End Phase, and start over at the Kingdom Phase. Effects that last until the end of the game are reset, the PCs HP are restored to their maximum value, and the Voices of the People become [10 - Number of Retries]. If you retry, the GM may rearrange the Dungeon to some extent.

Kingdom Change

If you decide to not retry, and have that game end, you determine the changes to the Kingdom. There is a chance that all kinds of drama could have occurred in the Kingdom while the Landmakers were off on their adventure. For each character who returns to the Kingdom, roll 2D6 on the Kingdom Change Table. If the objective of the scenario was not met, instead roll on the Kingdom Change Failure table.

Kingdom Change Table	
Roll	Result
2	One of the Great Powers has been spreading propaganda. Roll 1D6. If the result is lower than your current Voices of the People, if you are currently the Vassal of a Great Power, you may nullify that Vassalhood. If the result is higher than your current Voices of the People, choose a Power at random. You must become a Vassal of that Power.
3	The Citizens come out to congratulate you on the success of your adventure. They keep prodding you to tell them a story of your trip. Recover 2 Voices of the People. Each player who did not roll this result reflects back on the adventure and discuss among themselves who this game did the most to deserve that player's PC's affection. Increase your Affection Score towards that character by 1 point.
4	Someone suddenly launches a surprise attack on you. Choose a random territory of the Kingdom that borders an unknown region. Make a Military Level / 9 check. If it is successful, as payback you receive 1D6 MG. If it fails, If it fails, you lose that region and any Facilities on that map.
5	It's obvious that the Citizens' hard work is all... Make a Lifestyle Level / 9 check. If it is successful, increase the Treasury by a number of MG equal to the number of maps in your territory. If it fails, reduce the Treasury by an amount of MG equal to the number of maps in your territory.
6	The Citizens are longing for more territory. If you spend 5MG, you may add an unknown region that borders your Kingdom to your territory. Roll 1D6. You may place that many Corridors. Rooms that are not connected by Corridors may not be used as part of your territory.
7	The children of the Kingdom grow up watching you. Increase the number of Citizens by [(Number Of Citizens Left Behind In The Kingdom x 1/10) + Order Level].
8	People who heard of your actions start showing up. If you completed the objective of the scenario, roll 1D6 for each kingdom you have a Friendly or Allied Relationship with. Increase the number of Citizens by [The Total Number Rolled + Order Level].
9	There was an incident in town!? Make an Order Level / 9 check. If it is successful, choose 1 Facility in the Kingdom. You may place another Facility of that same type in any room adjacent to it that is connected to it by a Corridor. If it fails, 1 Room type Facility in the Kingdom of your choice is destroyed.

Kingdom Change Table

Roll	Result
10	You had a cultural exchange with another Kingdom. Make a Culture Level / 9 check. If it succeeds, you gain 1 Talent with a Job randomly determined from the Birth Table, and increase your Relationship with a kingdom of your choice by 1 step. If it fails, you lose a Talent of your choice, and your Relationship with a random kingdom decreases by 1 step.
11	Free time is no reason to slack off. For each Turn you spent in the Dungeon Phase, increase the Treasury by 1MG.
12	The Citizens' feelings sway greatly. Roll 1D6. If the result is less than your current Voices of the People, increase a Kingdom Attribute of your choice by 1 point. If the result is less than your current Voices of the People, reduce a Kingdom Attribute of your choice by 1 point.

Kingdom Change Failure Table

Roll	Result
2	One of the Great Powers has been spreading propaganda. Roll 1D6. If the result is higher than your current Voices of the People, choose a Power at random. You must become a Vassal of that Power.
3	A new force suddenly rises to power. Choose an unknown region from the Known World section of the Kingdom Sheet. Roll 1D6 and record the result in that region: 1-A kingdom with a Hostile Relationship; 2-A kingdom with a Dangerous Relationship; 3-A fiendish Monster hive; 4-The Refuge of a Dungeon Master that hates humans; 5-A dungeoned Labyrinth; 6-An Enclave of a Great Power
4	Someone suddenly launches a surprise attack on you. Choose a random territory of the Kingdom that borders an unknown region. Make a Military Level / 9 check. If it fails, you lose that region and any Facilities on that map.
5	It's obvious that the Citizens' hard work is all... Make a Lifestyle Level / 9 check. If it fails, reduce the Treasury by an amount of MG equal to the number of maps in your territory.
6	An envoy from another kingdom calls on you. Choose a kingdom at random, other than your Kingdom, from the Known World section of the Kingdom Sheet. If you spend a number of MG equal to that kingdom's number of maps in that kingdom's territory, increase your Relationship with that kingdom by 1 step. If you do not, decrease your Relationship with that kingdom by 1 step.
7	The Citizens are losing heart, and you hear that some of them have left the Kingdom. You lose 1D6 Citizens.
8	The passing of time changes things. Choose a number of random kingdoms from the Known World section of the Kingdom Sheet equal to the number of Turns that passed. The GM chooses an unknown region that borders each of those kingdoms, and those regions become part of their territories (if there are only known regions, their territory does not increase).
9	There was an incident in town!? Make an Order Level / 9 check. If it fails, 1 Room type Facility in the Kingdom of your choice is destroyed.
10	You had a cultural exchange with another Kingdom. Make a Culture Level / 9 check. If it fails, lose one Talent of your choice, and decrease your Relationship with a random kingdom by 1 step.
11	The Citizens neglected their jobs while the Landmakers were away. For each Turn spent in the Dungeon Phase, increase the Upkeep Cost by 1MG.
12	The Citizens' feelings sway greatly. Roll 1D6. If the result is higher than your current Voices of the People, reduce a Kingdom Attribute of your choice by 1 point.

Epilogue

After resolving the changes to the Kingdom, the GM, similar to in the Prologue, describes the situation as it stands as a result of the scenario and the actions that occurred during the game. If the scenario's objective was achieved successfully, the Landmakers should be rewarded accordingly.

Examples of Typical Epilogues

There are many different ways an Epilogue can be structured. The GM should choose one that fits the scenario. Obviously, the GM is also free to create their own.

The Reward

If your Prologue involved some sort of appeal or request, then there will be a person asking for help. In that case, that person might be able to offer a reward. For example, they could create some Materials, or perhaps have an Item passed down from their ancestors with a higher Level. Obviously,

hearing the requests of the people is the Landmaker's duty, so it's not uncommon for them to not receive any physical recompense. In that case, the person asking for their help might offer up something more interesting. Their Affection Score towards the Court could increase, or they might be able to become a Talent.

A Change in Circumstances

Completing the adventure may have a big effect on the current state of affairs. A striking success might invite good fortune to the Kingdom, or catch the eye of one of the Great Powers. Regardless, make sure to make it look as if something new is going to happen.

Farewell

Nothing stays the same forever. Sometimes, it may be good to have a bittersweet Epilogue. Even if it's hard to say goodbye, you can't keep living in the past. That's one of the hardships that comes with leading a Kingdom.

Roundtable Discussion

Similar to the Kingdom Phase, the Landmakers discuss the results of this adventure. The End Phase's Roundtable Discussion consists of the "Earnings Report," "Treasury Meeting," "Exploration Meeting," and "Dismissal" steps.

Earnings Report

During this meeting you confirm fruits of the adventure. The Servant (or if there is not one, any Landmaker other than the King) leads the meeting.

First, you tally the income. If the objective of the scenario was completed, you receive [Kingdom Level + (Current Voices of the People x 1/2)] MG.

Next you verify all the assets acquired during the adventure. Assets include Talents, Citizens, Items, Materials, Money, Facilities, Regions, etc... After recording all of the assets gained, do the same for assets lost.

After confirming gained/lost assets, roll 2D6 on the Market Table to determine the current market demand. You may sell Materials demanded by the market at a price of 1 MG for each 3 Materials. Other Materials may be sold at a price of 1 MG for each 5 Materials.

Market Table	
Roll	Result
2	None
3	Meat
4	Fang
5	Iron
6	Reagent
7	Machinery
8	Cloth
9	Wood
10	Gunpowder
11	Information
12	Leather

Treasury Meeting

Discuss how to use the Treasury acquired during the Earnings Report step. The Vizier (or if there is not one, the King) leads the discussion.

It is basically resolved in the same manner as the Treasury Meeting step of the Kingdom Phase.

However, it differs in the following three points.

Determining the Upkeep Cost

At the start of the End Phase's Treasury Meeting, first you must pay the costs incurred by the Kingdom while you were away.

The Upkeep Cost is equal to [Number of Turns Spent x Number of Regions in the Kingdom]. If you were unable to meet the requirements of the scenario, increase the Upkeep Cost by the number of people in the Court. If, during the course of the game, the Treasury was reduced and went into negative numbers, increase the Upkeep Cost by the amount that it fell short. The Upkeep Cost can also be increased or decreased by the effects of Facilities or rolls on other tables.

Finally, after calculating the upkeep costs, that amount is automatically deducted from the Treasury. If there is not enough money in the Treasury to pay the upkeep costs, you must sell your Kingdom's Facilities.

Purchasing Regions

If, during the game, you defeated the Ruler of the map, or if the Ruler ceded that map to you, you may purchase that map. If you reduce the Treasury by [5 + Number of Unexplored Rooms Connected to the Entrance] MG, you may make that map a new region of your Kingdom.

Determine the Balance Carried Over

After you have purchased various things and are finished with the Treasury Meeting, if the amount of the Treasury left over is greater than the Kingdom's Lifestyle Level, the amount in the Treasury becomes equal to the Kingdom's Lifestyle Level.

Exploration Meeting

During the Exploration Meeting step of the End Phase, you reflect upon the adventure. The GM leads the discussion.

First, you must choose the character from the Court who performed the best during the adventure. The fundamentals of their performance should be based on things like:

"Did they fulfill their class's role?"

"Did they have fun roleplaying?"

"Who was the biggest help to the GM and the other players?"

etc... Each person gets a chance to discuss who they think it was.

After discussion is over, each player chooses who they feel performed best overall. In unison, each player points to the one who they chose. The player with the most votes receives a medal. Note it on their character sheet.

You can break a tie by rolling a die, rock-paper-scissors, further discussion, etc...

Dismissal

Add up the number of Followers each character has. Add that number to the current number of Citizens listed on the Kingdom Sheet. Then, each character's Followers reverts to 0. If you received any monster citizens, make sure to count them individually.

If the change in the number of citizens results in a population larger than [Regions in the Kingdom x 100], the population becomes [Regions in the Kingdom x 100]. Adjust the Kingdom's Level based on its population. If the Kingdom's Level changes, adjust the Kingdom Attributes.

Growth

If the objective for this game's scenario was completed, each member of the Court may Level Up. Any character that completed their personal mission may also Level Up. If both the scenario's objective and a personal mission were completed, you may gain two Levels. However, your Level can not be higher than the Kingdom Level. A Level gained by completing a personal mission does is not restricted this way. In other words, a character who has completed their mission has a Level limit of [Kingdom Level + 1].

When you Level Up, apply the following effects.

HP and Follower increase

The maximum HP and maximum Followers each increase by 1 point.

Skills

You acquire 1 skill. You may choose one skill from among your class skills, the skill groups of your current job, and general skills. If there are no skills from among those that you have not already learned, you do not learn a skill this Level Up.

Relationship Reset

You alter your Relationship Scores. If the sum of your Affection Scores is greater than your current Level, you must reduce them until their total is equal to your current Level. If the sum of your Hostility Scores is greater than your current Level, you must reduce them until their total is equal to your current Level.

Retraining

If you completed the objective of the scenario, but are unable to Level Up because of the limit set by the Kingdom Level, you may retrain.

When you retrain, you may choose any number of learned skills and unlearn them. Then, you may choose and learn an equal number of skills from among your class skills, the skill groups of your current job, and general skills.

Likes and Dislikes

Regardless of the results of the scenario, at the end of the game, you may choose one of your likes or dislikes and change it to something that appeared during that game.

However, what you change it to is determined by the other players. The rest of the players, think of something appropriate based on what you roleplayed during the game. Finally, if the GM allows it, your like or dislike changes.

Other Rules

Bad Statuses

Bad Statuses are special states that can affect a character. Bad Statuses can be caused by receive damage, the effects of Skills or Traps, etc...

Bad Statuses are divided into the following types.

Poisoned

You've been poisoned. A Poisoned character takes 1 point of damage at the end of each round in Combat, and at the end of each Quarter in the Dungeon Phase. This Bad Status can be removed by Resting during Camp, or by returning to the Kingdom.

Disoriented

You can't focus and lose your will to fight. A Disoriented character cannot gain Drive from Action Checks or other special effects. This Bad Status can be removed by scoring a critical success or critical failure on an Action Check, or by returning to the Kingdom.

Obese

You gain so much weight that you have to struggle to move. An Obese character takes 1 point of damage whenever they move in Combat. This Bad Status can be removed by not eating for an entire turn, or by returning to the Kingdom.

Cursed

Your form has been changed by magic. A Cursed character suffers a critical failure whenever the dice rolled for an Action Check equal 3 or less. This Bad Status can be removed by returning to the Kingdom.

Asleep

You fall asleep. A Sleeping character becomes Exhausted, and doesn't become Free to Act at the end of the round in Combat. Their Defense becomes 7. This Bad Status is removed whenever you take damage, or at the end of Combat. If a character who has already been the target of an effect that causes Sleep becomes the target of another effect that causes Sleep in the same Combat, prevent that effect, and they lose 1D6 HP.

Foolish

Your spirit is overcome by some ill effect, and during Combat, you act like a Monster with the "Foolish" disposition. When moving during Combat, if there is no enemy within range, you must move in the direction of the enemy. When you attack, you must target a random enemy character within range. This Bad Status can be removed by returning to the Kingdom.

Relationship Scores

The maximum value for both Affection and Hostility Scores is 5.

Affection and Hostility have the following effects.

Affection

You may make a Cooperative Check for someone you have an Affection Score towards. You may increase the result of one of their checks by an amount equal to your Affection Score towards them.

Hostility

When you attack someone you have a Hostility Score towards, increase the damage by an amount equal to your Hostility Score towards them.

Special Relationships

You can develop a Special Relationship with someone depending on your Relationship Scores towards each other. In order to develop a Special Relationship, you need at least two characters.

Unrequited Love

This occurs when you have a Love subtype Affection Score of 4 or higher towards someone. When that character makes a critical success, you gain 1 point of Drive.

Lovers

This occurs when you have a Love subtype Affection Score of 4 or higher towards each other. When a character you are Lovers with makes a check, you may Interrupt and spend 1 Hope. Make a Cooperative Check with that character as the target. In order to make the Cooperative Check, you must be Free to Act, and you become Exhausted afterward.

Best Friends

This occurs when you have a Friendship subtype Affection Score of 4 or higher towards each other. When a character you are Best Friends with takes damage or gains a Bad Status, you may substitute yourself as the target instead. You may only use this effect once each cycle.

Devotee

This occurs when you have a Loyalty subtype Affection Score of 4 or higher towards someone. When the character you've Devoted yourself to takes damage from somebody, increase your Hostility Score towards the character who dealt them damage by 1 point.

Rival

This occurs when you have a Friendship subtype Affection Score of 1 or higher, and a Hostility Score of 4 or higher towards someone. Once per game, you may use 1 Skill other than a Permanent Skill known by a character you are Rivals with.

Uncertain Encounters

The GM may keep a group of Monsters' stats hidden during Combat. However, the GM must, at the very least, give a physical description of them. This is called an Uncertain Encounter.

The GM may have a number of Uncertain Encounters equal to the Court's average Level each game. When an Uncertain Encounter leads to Combat, the players cannot read the Monsters' stats. Instead of announcing the difficulty for Strategy Checks and Attack Checks, the GM tells the players to roll, compares the result to the difficulty, and announces if they have succeeded or failed.

The PCs are able to make the identity of Monsters in an Uncertain Encounter known. One way is to make a Familiarity Check. To make a Familiarity Check, as a Support Action, make a Wit Check with a difficulty equal to [Monster Level + 5]. The GM also keeps the difficulty of this check secret and announces whether it succeeds or fails. If the Familiarity Check is successful, the GM must make that Monster's stats known. Another method is using the Doctor's Monsterology Skill. The PC chooses an unknown Monster, and if the Skill's check is successful, the GM must make that Monster's stats known.

Splitting the Party

If the GM allows it, the players may Split the Party during the Dungeon Phase. However, this should only be allowed if the players and the GM are familiar with Make You Kingdom.

When you Split the Party, each PC follows the "Entering a Room" rules individually, declaring which room they wish to move into. After each player has decided on their move, resolve the Encounter, and Camp steps for each room separately, in order of A1, A2, A3, B1, B2, B3, C1, C2, C3. When all the PCs have completed the Encounter and Camp steps, the Quarter is over.

When you Split the Party, Skills, Items, Cooperative Actions, etc... may only target someone or something in the same room.

Combat with a Split Party

When Combat occurs with a Split Party, resolve it in the following manner. First, when Combat breaks out, the Gm places the Monsters on the Battlefield in any of the black Areas as he wishes. Then, any player in that room places their PCs in any of the white Areas that they wish.

Then, if any of the PCs not in that room wish to participate in Combat, they may attempt to move to that room. Roll 2D6 on the Arrival Table and apply the Result.

Finally, after all the characters participating in Combat have been decided, resolve Combat normally. However, once Combat starts, at the beginning of each Round, any character not in the room may roll 2D6 on the Arrival Table and apply the Result.

When Combat ends, any character who moved from another room to participate in that Combat, even if they became Exhausted that Quarter in another room, may Camp in that room instead.

Arrival Table	
Roll	Result
2	"None shall pass!" You're rushing to the battle, but enemy monsters block your way. When this Combat ends, determine a group of monsters using the Random Encounter Table. Start a new Combat with those monsters and the character who rolled this result.
3	"Sorry I kept you waiting!" You may place your character on the Battlefield in an Area of your choice.
4	You end up bumping into someone! Place your character on the Battlefield in the enemy Encampment.
5	You hurry with all your strength! If you reduce your HP by 2D6, you may place your character on the Battlefield in an Area of your choice.
6	They should be right ahead! The GM may place your character on the Battlefield in an Area of his choice.
7	Those footsteps sound familiar...! If you are equipped with a Ride, or know a Summoning Skill, the GM may place your character on the Battlefield in an Area of his choice.
8	Looks like you made it just in time. If there is a character on the Battlefield with an Affection Score towards you of 1 or higher, you may place your character in the same Area as that character.
9	Hey! What's this? You receive 1 Material of your choice.
10	No! You're lost. Make a Quest / 11 check. If it is successful, roll 2D6 again on the Arrival Table.
11	Wait, what? Haven't I been here before? You lose 1 Drive.
12	Nope, not gonna happen. You cannot participate in this Combat.

Opposed Checks

Sometimes, two or more characters may make checks that compete with each other to achieve different results. Resolve them in order of Monsters, then PCs. If the order that two PCs checks are resolved in becomes an issue, determine the order they are resolved in randomly. The side with the highest check result wins the Opposed Check.

Falling Damage

During the game, if a character falls from a high place, there is the possibility that they will take damage.

A character who falls takes 3D6 damage, regardless of the distance fallen. That character may make a Quest / 9 check. If it is successful, reduce that damage by half.

Thinking on Your Feet

As the game progresses, if there is no other option, the players may use their imaginations to propose a broader interpretation of the game's elements to the GM. They may suggest an alternate use for something based off it's name or flavor text. If the GM thinks that it could be possible, or interesting, he may accept their proposal. However, if their idea isn't appealing, or if it's something they've already suggested, he is under no obligation to allow it.

This is an optional rule. You may choose not to use it if the GM does not wish to.

Column: Optional Rules

If the players and GM are still inexperienced with Make You Kingdom, they may wish to not use rules like "Thinking on Your Feet" that are noted as being optional. However, if you feel you are experienced enough with the game, then feel free to use them. Have as much fun playing Make You Kingdom as you can.

Destruction of the Kingdom

Life in the Dungeon may be rough, but so is running a Kingdom. If, during the course of the game, any of the following conditions are met, the Kingdom is destroyed.

Population Decline

If all of the Kingdom's Landmakers are wiped out, or if the number of Citizens in the Kingdom becomes less than or equal to the current number of Landmakers, the Kingdom is destroyed.

Loss of Territory

If all of the maps in the Kingdoms territory are lost, or if every Royal Palace is destroyed, and the game ends, the Kingdom is destroyed.

Kingdom Attribute Decline

If either the Lifestyle Level, Culture Level, Order Level, or Military Level become 0, the Kingdom is destroyed.

Restoring the Kingdom

If a Kingdom is destroyed, you usually cannot use that Kingdom again. However, as long as the Landmakers are still alive, restoring the Kingdom is not just a pipe dream. If the Kingdom is destroyed, but that Kingdom's Landmakers are still alive, they should think about the following plans for the future.

Restoring the Kingdom with a Ghetto Palace

If they lose all of their territory, the characters can still rest their heads in a slum known as a Ghetto Palace, and continue their adventures. In this case, treat all of the Kingdom Attributes as if they were 1, and until you acquire territory, you cannot have any Citizens. When you do acquire territory, $[2D6 + \text{Number Of Landmakers}]$ Citizens appear in the Kingdom.

Merging with Another Kingdom

If that Kingdom's King allows it, you may become the Landmakers of another Kingdom.

Relationships with Other Kingdoms

If there are kingdoms besides your own in the Known World, you must determine your Relationship with those kingdoms. There are 5 types of Relationships you can have with other Kingdoms. The further down the list you go, the worse the Relationship is.

Allied

You've formed a cooperative relationship for the sake of your common interests. It's an extremely beneficial situation, and you can trade and exchange people.

Friendly

You have a friendly relationship. You can trade and exchange people.

Neutral

While you have no reason to interact with each other, you are neither allies nor enemies. While

you gain no special benefits, you can trade and exchange people.

Dangerous

You have no diplomatic relations with each other, and view each other as enemies.

Hostile

You are sitting on a powder keg, or could already be at war.

Special Alliances

If you know other people who play Make You Kingdom, you can have your characters join theirs and play together. When you do, you may only use one Kingdom's stats. Once you decide which Kingdom to use, you must decide why that Kingdom's Landmakers are adventuring with Landmakers from a different Kingdom. During the Prologue step of the Kingdom Phase, each player rolls 1D6 on the Alliance Table that corresponds to their character's class.

After that game, if both Kings agree to it, those Kingdoms can form an Alliance.

Alliance Table - King	
Roll	Result
1	You're bored of living in the palace. You sneak out to go on an adventure!
2	You're investigating the enemy. It's time to reconnoiter a foreign kingdom.
3	You're searching for a bride/groom. Mister (Misses) Right must be out there somewhere.
4	You're studying the manners and customs of another kingdom. Perhaps you intend to propose to their King?
5	Your ally is in danger! You rush to the defense of your friends!!
6	Huh? While you were out, you end up lost. How do you get back again?

Alliance Table - Knight	
Roll	Result
1	You visit the kingdom while on a training journey. You have to repay them for room and board.
2	You save someone being attacked, and it turns out to be that kingdom's King. Now you're along for the ride.
3	Somebody betrayed you. You've come to this kingdom in order to punish the traitor.
4	In order to save your Kingdom from danger, you've set out on a quest for a holy relic. Perhaps it's in this kingdom?
5	You get in a fight with the King and decide to split. Now that you can think clearly, maybe you were wrong...
6	You end up getting caught up in an incident while you're searching for the missing King. Maybe the King has something to do with it?

Alliance Table - Vizier

Roll	Result
1	While traveling to that kingdom as an envoy, it appears that you've been caught up in some trouble. Let's see if you can make them owe you.
2	While traveling as an envoy to the Millennium Dynasty, you lose your way, and have to stop in this kingdom.
3	You came here to assist the King on his journey, but at some point you got lost... Oh well.
4	People have been criticizing your Kingdom's exported goods. You've been sent to find out the truth of the matter.
5	You're on your way to a counsel of representatives from the area, where you end up hearing some unsettling rumors.
6	The King has ordered you to help this kingdom. He told you to do whatever you can.

Alliance Table - Oracle

Roll	Result
1	One day, a prophecy comes from the elevator. You have to find one of God's miracles.
2	You're on a mission from God. You climb aboard the elevator, and somehow end up in this kingdom. What the...?
3	While on a pilgrimage to the holy land, you stop by this kingdom. You can't just ignore people in trouble.
4	The King has fallen gravely ill. In order to find the medicine you need to cure him, you have to travel into the Dungeon.
5	There are rumors that enemies of God are attacking that kingdom. You can't let this go unpunished.
6	You've lost something important, and your faith becomes clouded. While wandering aimlessly, you arrive in this kingdom.

Alliance Table - Ninja

Roll	Result
1	You stop by this kingdom while out scouting. Something seems amiss. You decide to investigate.
2	A scout you dispatched hasn't returned. You have to go find out for yourself what happened.
3	You've been ordered to check out that kingdom's King's disposition. You were told to disappear if things become dangerous, but...
4	One of the Kingdom's treasures was stolen! Rumors have brought you to this kingdom in your quest to recover it.
5	You've heard rumors that a long-time enemy has destroyed your hometown, and you rush to investigate.

Alliance Table - Ninja	
Roll	Result
6	There seems to be a big conspiracy developing around the Kingdom. You leave no stone unturned while trying to uncover it.

Alliance Table - Servant	
Roll	Result
1	You're here on a small errand from your master. Wait, is somebody in trouble?
2	You've returned to your family's hometown. But things seem to be a bit hectic, aren't they?
3	You've been given some time off to go out and observe. Maybe there's something interesting here?
4	The King lost a bet, and you were the wager. It looks like he's not the only one who lost.
5	Your family is trying to set you up with someone. You were an idiot to get tricked into coming back...
6	You're on a journey to destroy a cursed object that could endanger the Kingdom. Why did they give it to you, again...?

Trading and Exchanging People

If the GM allows it, if there is a kingdom in the Known World that you have a Relationship of Allied, Friendly, or Neutral with, you may trade and exchange people with that Kingdom. You may trade and exchange people during the Treasury Meeting steps of the Kingdom Phase and End Phase. You may make one of the following actions with one kingdom.

Purchase Materials

May be used with a kingdom that has a Staple. For each 1MG you spend, you may purchase 5 of the Material designated by the Staple if they are Allied, 3 of the Material if they are Friendly, or 1 of the Material if they are Neutral.

Sell Materials

Choose 1 kingdom, and, using the Market Table, determine that kingdom's current market. If you have that Material in the Kingdom, you may sell it. If the other Kingdom is Allied, for each 2 of that Material, if they are Friendly, for each 3 of that Material, and if they are Neutral, for each 4 of that Material that you sell, you receive 1MG.

Purchase a Rare Item

Choose a Rare Item at random. You may purchase 1 of that Rare Item. If the other Kingdom is Allied, reduce the Treasury by [Cost +1] MG, if they are Friendly reduce the Treasury by [Cost x 2] MG, if they are Neutral reduce the Treasury by [Cost x 3] MG.

Sell a Rare Item

The Representative of the Court makes a Wit / 9 check. If it is successful, you may sell 1 Rare Item. If the other kingdom is Allied, you receive [Cost + 1] MG, if they are Friendly you receive [Cost] MG, if they are Neutral you receive [Cost x 1/2] MG.

Use a Facility

May be used when an Allied kingdom has established stats, either because it was created by another group of players, detailed in a supplement, etc... You may use one Plan type Facility in that kingdom.

Exchange Students

May be used with an Allied kingdom. Choose 1 Talent in your Kingdom, and lose that Talent. In exchange, you receive 1 Talent with a Job determined by rolling on the Birth Table.

Vassal States

If you are the Vassal of one of the Great Powers, you may spend 20MG to no longer be a Vassal.

Kingdom Bankruptcy

The Kingdom must pay its Upkeep Costs during the Treasury Meeting step of the End Phase. However, if the Treasury falls short and you are unable to pay the Upkeep Costs, you must destroy Facilities to make up the difference. You destroy enough Facilities, using half of their Cost as the value, to pay the difference between the Treasury and the Upkeep Costs.

The Passage of Time

The Kingdom grows as it accumulates Citizens, Facilities, and Talents. However, if the PCs wish, the Kingdom's Kingdom Attributes and other things may change automatically using the Time Passage Table.

You may use the Time Passage Table once during the Setup Phase. Each time you use this table, one year passes in the world. Each PC associated with the Kingdom ages one year. Then, roll 2D6 on the Time Passage Table and apply the result.

Time Passage Table	
Roll	Result
2	A war with a neighboring kingdom drags on. Make a Military / 10 check. If it fails, reduce each Kingdom Attribute by 1 point.
3	A plague breaks out. Make a Lifestyle / 10 check. If it fails, reduce the number of Citizens by 2D6.
4	There's a revolt, and the political situation becomes uncertain. Make an Order / 10 check. If it fails, increase the Upkeep Cost by 1D6 MG.
5	A scandal erupts! The people's faith in you drops. Make a Culture / 10 check. If it fails, reduce the Voices of the People for this game by 1D6.
6	There are worries about a successor to one of the local industries. Choose one of the Facilities in the Kingdom with the highest Level. Destroy one of the Facilities from that group.
7	The Kingdom is prospering. Increase the Treasury by 1D6 MG.
8	Your Kingdom's technological strength develops. Choose 1 Facility in the Kingdom. You may place another Facility of that same type in any room adjacent to it that is connected to it by a Corridor.
9	There's a baby boom! Increase the number of Citizens by [Current Citizens x 1/10].
10	Even the prosperous inevitably decay. Choose 1 region from the Known World. If it is in an unknown region, choose a region type using the Unknown Region Table. It becomes that type of region.
11	The Kingdom's policies progress smoothly. Increase one of the Kingdom's highest Kingdom Attributes by 1 point.
12	You live in peaceful times, and the Kingdom develops favorably. Increase one Kingdom Attribute of your choice by 1 point.

Unknown Regions

An unknown region is any region on the Known World section of the Kingdom Sheet with nothing recorded in it. They can become known regions due to various results on tables or the results of scenarios. There is also the possibility that a known region can become an unknown region. The Known World section of the Kingdom Sheet can change in the following cases.

Tables That Can Increase the Number of Known Regions

- Kingdom Environment Tables
- Background Table
- Kingdom Disaster Table
- Kingdom Change Failure Table
- Time Passage Table

Tables That Can Increase the Number of Unknown Regions

- Wandering Tables
- Kingdom Disaster Table
- Kingdom Change Failure Table
- Time Passage Table

Increasing the Number of Known Regions Through Adventures

When the Landmakers go on an adventure and explore a Dungeon, those regions become known regions. If you can conquer that region, it will become a known region. However, if the game ends without you purchasing that region, the GM can make that region into an unknown region again.

Dispatching the Mass Media

During the Kingdom Phase, you may use the Mass Media as a Plan Action. When you use this effect, if you succeed at a Culture / 12 check, you choose 1 region at random, and determine what is there using the Unknown Region Table.

Unknown Region Table	
Roll	Result
2	There is a huge starfield in this region. If you acquire this map, increase a Kingdom Attribute of your choice by 1 point.
3	This region is the holy land of a certain religion. If this map becomes part of your territory, choose an Angel or a Deep One, and receive a Temple. During the Kingdom Phase or End Phase, if you use that Temple, in addition to its normal effect, roll 1D6 on the Level 11-15 Treasure Table and apply the result. If the result rolled is Materials, you may choose from the Materials section of the Angel or Deep One you chose. This Temple increases the Upkeep Cost by 1D6 MG.
4	This region has a staircase connecting it to another level. If you acquire this region, prepare another map, and choose a random unknown region from the Known World section of the Kingdom Sheet. That region becomes part of your territory.
5	This region is the lair of an infamous Dungeon Master. This map's Ruler is a Human Monster with Class Skill and Job Skill of your choice. Choose a Rare Item at random. If this map's Ruler is defeated, you receive that Rare Item.
6	A race of monsters has built a fortress in this region, and turned it into a monster kingdom. Choose a type of Monster at random and determine the kingdom's name. Any Monster of that type placed on this Map increases their Warfare by 1 point.
7	This region is a kingdom. Determine its name. Roll a die, if the result is an odd number, the kingdom has a Staple. Using the Market Table, determine what kind of Staple it is. If you acquire this map, you receive a Staple.
8	This region has undergone severe dungeonification and has turned into a massive labyrinth. Increase the difficulty to Disarm Traps on this map by 3 points. Choose a Rare Item at random. If you defeat this map's Ruler, you receive that Rare Item.
9	This region is protected by a powerful Barrier that cannot be penetrated. You cannot travel through this region during the Dungeon Phase.
10	There are resources buried in this region. There are 2 Staples built on this map. Determine what kind of Staple using the Market Table. If this map becomes part of your territory, you receive 2 Staples.
11	This region is a small village. If this map becomes part of your territory, increase the number of Citizens by 3D6.
12	This region is the enclave of a famous country. The GM may create an enclave of a Great Power or Clan there.

Random Encounters

When you spend time in an explored room, a Random Encounter may occur because of Traps or the result rolled on a Table. When that happens, use the Random Encounter Tables.

Unless the Table says otherwise, Monsters that appear during a Random Encounter have a Neutral response. Therefore, the Court may choose to Negotiate with them. If you do attempt to Negotiate during a Random Encounter, reduce the result of the roll by 2. If this would reduce the result to less than 2, treat it as 2.

Random Encounter Tables

These tables are used whenever a Random Encounter occurs. Roll 1D6, and use the table that corresponds to the Court's average Level. The Monsters listed there appear.

Level 1 Random Encounter Table		
Roll	Result	
1	Vanguard: Rearguard:	Hurry Fox x (number of people in the Court); Sawing Boar x 1
2	Vanguard: Encampment:	Fire Beetle x (number of people in the Court); Pumpkin Head x (1/2 the number of people in the Court)
3	Vanguard:	Lilliput x (number of people in the Court), Changeling x (number of people in the Court)
4	Vanguard:	Grunt Elf x (number of people in the Court)
5	Vanguard: Encampment:	Goldfish x (number of people in the Court); Icarus x (1/2 the number of people in the Court)
6	Vanguard: Rearguard: Encampment:	Ogrekin x (number of people in the Court); Ogrekin x (number of people in the Court); Ogrekin Cannon x 1, Ogrekin Champion x 1

Level 2 Random Encounter Table		
Roll	Result	
1	Vanguard:	Gargoyle x (number of people in the Court)
2	Rearguard:	Wight x (1/2 the number of people in the Court)
3	Vanguard: Rearguard:	Minotaur x (1/2 the number of people in the Court); Minotragos x (1/2 the number of people in the Court)
4	Vanguard: Rearguard: Encampment:	Halcyone x (number of people in the Court); Halcyone x (number of people in the Court); Qupid x (1/2 the number of people in the Court)
5	Rearguard: Encampment:	Gremlin x (number of people in the Court); Willie Winkie x 1

Level 2 Random Encounter Table

Roll	Result
6	Vanguard: Giant Squirm x (number of people in the Court); Encampment: Chowhound x (1/2 the number of people in the Court)

Level 3 Random Encounter Table

Roll	Result
1	Rearguard: Lamia x 1; Encampment: Leshy x (number of people in the Court)
2	Vanguard: Scala Buccaneer x (number of people in the Court); Encampment: Ex Ninja x 1
3	Vanguard: Human Column x (number of people in the Court); Encampment: Love Carp x (1/2 the number of people in the Court)
4	Rearguard: Mistress x (number of people in the Court); Encampment: Geister x (number of people in the Court)
5	Rearguard: Vorpall Bunny x (number of people in the Court); Encampment: Two Face x 1
6	Vanguard: Cave Dweller x (number of people in the Court), Golem x 1

Level 4 Random Encounter Table

Roll	Result
1	Vanguard: Black Twins x 1; Encampment: Monchskalb x (1/2 the number of people in the Court)
2	Vanguard: Waliahya x (number of people in the Court); Rearguard: Fay Knight x 1
3	Vanguard: Cave Bear x (number of people in the Court); Encampment: Starman x (1/2 the number of people in the Court)
4	Vanguard: Evil Eye x (number of people in the Court); Encampment: Airt Piper x (1/2 the number of people in the Court)
5	Vanguard: Ghoul x (number of people in the Court); Encampment: Vampire x 1
6	Rearguard: Mayonnaise King Pure Select x (number of people in the Court); Encampment: May Queen x 1

Level 5 Random Encounter Table

Roll	Result
1	Vanguard: Raver Lord x 1

Level 5 Random Encounter Table	
Roll	Result
2	Prince of Bities x (1/2 the number of people in the Court); Encampment: Thunderbird x 1
3	Vanguard: Valaraukar x (1/2 the number of people in the Court)
4	Vanguard: Basilisk x (1/2 the number of people in the Court); Rearguard: Wyvern x 1
5	Vanguard: Zombie x (1/2 the number of people in the Court); Rearguard: Zombie x (1/2 the number of people in the Court); Encampment: Deathnologist x 1
6	Vanguard: Rokea x (number of people in the Court), Decarabia x 1

Level 6 Random Encounter Table	
Roll	Result
1	Encampment: Angel of Death x (number of people in the Court)
2	Encampment: Dragon x (1/2 the number of people in the Court)
3	Encampment: Bone Dragon (Skills: Undying Flame, Demoralize, etc...) x 1
4	Rearguard: Ogre King of Love x (number of people in the Court)
5	Vanguard: Arakhne x (number of people in the Court); Encampment: Lord of Spider x 1
6	Vanguard: MSM-07 x 1, Forneus x 1

NPCs

NPCs can be classified as the following types.

Important NPCs

Important NPCs are created using the same rules as PCs, and in Combat, are treated the same as Monsters. An Important NPC cannot have a Level higher than the average Level of the Court in that scenario. The GM may also give an Important NPC up to 2 points of Drive.

Monsters

See the Dungeon Book for information on Monsters.

Extras

Extras are NPCs without stats, controlled by the GM or a player. The order in which Extras act is players, Followers controlled by the players, and the GM. Extras' Defense is 7, and if they are hit by a successful attack, they die.

Ghosts

If a character dies during the game, they may choose to become a Ghost. As a Ghost, you may offer advice to the rest of the Court. However, a character who becomes a Ghost, may not be choose to be revived using an Elixir. Any Affection Scores the Ghost has, and any Affection Scores anyone else has

towards the Ghost, are reduced by 1D6 points, and that character may only make a Plan, Support, Assist, or Interrupt Action one time. During the cycle in which they act, the Ghost's Permanent Skills have an effect. If the Ghost loses their Affection Scores towards everyone, or every member of the Court loses their Affection Score towards the Ghost, the Ghost character can no longer act.

This is an optional rule. You may choose not to use it if the GM does not wish to.

Increasing Relationship Scores With Cooperative Checks

When you make a Cooperative Check and have a critical success, both you and the target of the check each increase your Affection Score towards each other by 1 point. If you have a critical failure, both you and the target of the check increase your Hostility Score towards each other by 1 point.

This is an optional rule. You may choose not to use it if the GM does not wish to.

Diplomacy Modifier

The Diplomacy Modifier influences certain checks based on your Kingdom's Relationships with other kingdoms. If the number is positive, it is easier to get help from other kingdoms when your Kingdom is in danger. Conversely, if the number is negative, the chance of obstructions or conspiracies against your Kingdom increases.

This is an optional rule. You may choose not to use it if the GM does not wish to.

Calculating the Diplomacy Modifier

The Diplomacy Modifier starts at 0. This number increases or decreases based on your Relationships with other kingdoms. Examine the Region Details section of the Kingdom Sheet, and for each kingdom you have a Relationship with, add or subtract the following numbers to the base score based off of those Relationships.

- For each Allied Kingdom +2
- For each Friendly Kingdom +1
- For each Neutral Kingdom +0
- For each Dangerous Kingdom -1
- For each Hostile Kingdom -2

If, during the course of the game, your Relationship with another kingdom changes, or you form a Relationship with a new kingdom, recalculate the Diplomacy Modifier.

Applying the Diplomacy Modifier

Apply the Diplomacy Modifier to rolls on the Kingdom Disaster Table, the Kingdom Change Table, the Kingdom Change Failure Table, and checks made with Kingdom Attributes. Add or subtract the Diplomacy Modifier to those rolls.

If the GM decides that the Kingdom is in danger and needs to make a Kingdom Attribute check, the Diplomacy Modifier may also be applied in situations other than those listed above.

Returning Followers

These rules are for when Followers return to the Kingdom. Followers return to the Kingdom when they Flee or Transport something.

Fleeing

Followers may be forced to return to the Kingdom due to the Travel Events Table, Traps, or Monster Skills. This is called Fleeing.

When Followers Flee, reduce your Followers by the number that Fled and increase the number of Citizens on the Kingdom Sheet by the same amount. During the Earnings Report step of the End Phase, when you recover a number of Followers equal to the Military Level, Followers that have Fled do not count as lost Followers.

Transporting

Transporting is when you allow someone to carry Items and Materials found in the Dungeon back to the Kingdom.

Treat Transporting as a Plan Action. When you Transport, choose how many Items and Materials you are going to have your Followers Transport. Reduce your Followers by that number, and increase the number of Citizens on the Kingdom Sheet by the same amount.

Then, make a Military / 9 check. If it is successful, those Followers succeeded in Transporting the Items and Materials back to the Kingdom. Record those Items and Materials in the Memo section of the Kingdom Sheet (if you have a Treasure Chest or Depot Facility, you may also place them there).

If the check fails, reduce the number of Citizens by [Difficulty - Result]. If it is a critical failure, reduce the number of Citizens by the number of Transporting Followers. You lose all of the Citizens you recovered while Transporting, and they were defeated by Monsters or Traps before returning to the Kingdom. You lose all of the Items and Materials that they were Transporting.

This is an optional rule. You may choose not to use it if the GM does not wish to.

Government Policies

This rule allows you to temporarily strengthen your political policies in order to increase the Treasury or your Citizens. There are two types, Treasury Increase and Population Increase.

Government Policies are Assist Actions that can be taken by the King and Vizier Classes. They may be used once during the Organizational Meeting step of the Kingdom Phase. You choose to increase either the Treasury or the Population, and declare you are using the action. When you declare you are using a Government Policy, each member of the Court's maximum number of Followers becomes [Charisma + Level] for the rest of that game. The details of each type of Policy are listed below.

This is an optional rule. You may choose not to use it if the GM does not wish to.

Treasury Increase

If you choose to increase the Treasury, before the Earnings Report step of the End Phase, you may make a Lifestyle Level check with a difficulty equal to [5 + Kingdom Level]. If it is successful, you receive a number of MG equal to the Kingdom Level.

Population Increase

If you choose to increase the Population, before the Earnings Report step of the End Phase, make an Order Level check with a difficulty equal to [5 + Kingdom Level]. If it is successful, increase the number of Citizens by [Total Population x 1/10].

Skills

Skills

Skills represent special abilities possessed by a character. Skills are divided up into four main types, and several different categories under each of those types.

Class Skills

Skills that Landmakers can learn. There are six types, one for each class.

Job Skills

Skills that represent the characters' vocational abilities. Usually they are something you are born with, but an advanced Kingdom can build a Training Center, allowing you to change your Job and Job Skill.

Advanced Skills

Skills that the Landmakers can learn after gaining experience in the Dungeon and acquiring their true powers. You may learn Advanced Skills when you Level Up. They are divided into twelve groups in total, and which Skill Groups you can learn Skills from is determined by what Job you have when you Level Up.

Monster Skills

Special Skills known by Monsters. Because using them puts a large strain on a human's body, each time a human uses one of these Skills, they need to spend 1 point of Hope.

Learning Skills

Characters can learn Skills either during Character Creation, or when they Level Up.

Character Creation

When you first create a character, they may only learn Job Skills and Class Skills. However, if the Kingdom has a Bar or a Mixed Area Facility, you may create a character who has Skills other than those types.

If there is a Bar in the Kingdom, start by creating a Level 1 character. Then, Level Up that character until their Level is the same as the average Level of the rest of the Court.

If the Kingdom has a Mixed Area, and Monster Citizens, then you can create a character who has inherited monster blood. In that case, choose one type of Monster Citizen in the Kingdom. Then, choose a type of Skill that Monster knows, and create a character who knows that Skill.

Level Up

When you Level Up, choose a Skill Group from among your Class Skills, those available to your Job, and General Skills. You may choose and learn 1 of those Skills.

Advanced Skills

As characters grow, they may learn Advanced Skills. The twelve Advanced Skill Groups are explained in the Kingdom Book.

Start by reading over their descriptions and finding a Skill that you think your character needs.

General Skills

These are Skills that anybody can learn regardless of their Job. They are useful for everyone, and are useful for giving your character more flavor.

Melee Skills

These are Skills that are used for training and developing your physical body. Many of them will

provide you an advantage in melee combat. They provide a mix of offensive and defensive options, and are indispensable for a character who fights on the front line.

Ranged Skills

These are Skills that increase the usefulness of guns and bows. Many of them will increase the strength of your attacks. A character who assists in Combat from the Rearguard will want to be able to learn these Skills.

Astrology Skills

One of the three paths of magic, these Skills are used to manipulate the stars. They will help in Combat and during the Dungeon Phase. They have a number of benefits that will strengthen the entire Court.

Summoning Skills

One of the three paths of magic, this Skill Group focuses on teleportation. There are many Skills that will allow you to move around Items or characters. There are also Skills that let you control Monsters.

Science Skills

One of the three paths of magic, these Skills are used for understanding and analyzing various phenomena. There are many Skills that will strengthen Items and people. There are also Skills that are used to counteract the effects of other Skills.

Dungeon Skills

These Skills are techniques and knowledge for surviving in the Dungeon. There are many Skills for discovering things and interfering with things inside the Dungeon.

Negotiation Skills

These Skills give you a benefit when interacting with other people. There are many Skills that benefit the entire Kingdom. Perhaps the King or the Vizier will need them in order to lead?

Useful Skills

This is a collection of Skills that are useful for all sorts of things. There are also many Skills that require smooth relations between the members of the Court.

Entertainment Skills

These Skills entertain and impress people using music, acting, etc... Unexpectedly, there are also many Skills that can be used in Combat!

Item Skills

These Skills are for getting the most out of your Items. Someone using these Skills can make normal, everyday Items produce the same effects as magical ones!

Esoteric Skills

These Skills can only be learned by people who have unlocked the secrets of true power. In order to learn Esoteric Skills, you need to have an Advanced Job and have learned other special Skills.

Changing Jobs and Skills

When you use a Training Center to change your Job, you unlearn the Job Skill you had known up to that point, and learn the Job Skill of your new Job in its place.

Generally, you won't change your Class Skills or Advanced Skills. Even if you change your Job, and the Skill Groups you can learn from, using a Training Center, you will still be able to use the

Advanced Skills that you learned in the past.

Skills and Timing

Skills have defined types of timing with which they may be used.

Permanent

Permanent Skills do not need to be declared to be used. If their description indicates a condition under which they “may be used,” you may choose whether or not to apply that effect.

Assist

As long as the conditions in their description are met, these Skills may be used whenever you wish. You do not become Exhausted when you use these Skills.

Interrupt

As long as the conditions in their description are met, these Skills may be used to interrupt somebody's action, and produce their effect first. You do not become Exhausted when you use these Skills.

Support

These Skills are used when your turn comes up in the Dungeon Phase or in Combat. You become Exhausted when you use these Skills.

Plan

These Skills are used during the Action step of the Kingdom Phase, or during the Dungeon Phase. You become Exhausted when you use these Skills.

Skills and Targets

Skills have defined targets on which they may be used.

Individual

These Skills affect a single character.

Self

These Skills affect the Skill's user.

Court

These Skills affect each member of the Court.

Kingdom

These Skills affect the entire Kingdom.

Room

These Skills affect a single room on the map.

Item

These Skills affect a single Item.

Skills and Duration

If a Skill's description does not state otherwise, the effect of a Skill lasts until the end of the cycle in which it was used. If the Skill's description includes a duration, follow what is written.

General Skills

Step Forward

General Skill

Type Interrupt
Target Individual
Check None

You may use this Skill as an Interrupt Action when you meet a character for the first time. Your character gives their name, and chooses one character they are meeting for the first time. That character gives their name. You each roll 1D6. If it is odd, increase your Affection Score towards that character by 1 point; if it is even, increase your Hostility Score towards that character by 1 point. This ability may only be used a number of times equal to your character's Level per game.

True Romance

General Skill

Type Interrupt
Target Individual
Check None

When you learn this Skill, choose a character or type of Monster. Increase a Relationship Score of your choice towards that character by 1 point. This score cannot be decreased by other effects, nor is it affected by "Relationship Reset" at Level Up.

Belly-god

General Skill

Type Permanent
Target Self
Check None

Whenever you use a single-use Recovery Item on yourself, you may use any number of that Item at once.

Forced March

General Skill

Type Interrupt
Target Self
Check Quest / 7 + Number of Quarters Passed

You may use this Skill as an Interrupt Action whenever the Court would lose HP for being starving at the end of a Quarter. If the above check is successful, prevent that loss of HP.

Savage Killing

General Skill

Type Permanent
Target Kingdom
Check None

Whenever you deal damage to another character, if that amount of damage is equal to or greater than [Target's Remaining HP + 5], recover 1 Voice of the People and 1 point of Drive. This effect may only be used once per battle.

Assault Force

General Skill

Type Support
Target Individual
Check Wit / Target's Defense

You may use this Skill during combat. If the above check is successful, choose 1 character in the same

Area as you or an adjacent Area. You deal [Followers x 1/5]D6 damage to that character. Reduce your Followers by 1D6.

Beauty

General Skill

Type Interrupt

Target Self

Check Charisma / 9

You may use this Skill as an Interrupt Action whenever you receive a Bad Status. If the above check is successful, that Bad Status has no effect.

Punk

General Skill

Type Permanent

Target Self

Check None

Whenever your Hostility Score towards somebody increases, recover 1 point of Drive.

Melee Skills

Hoick

Melee Skill

Type	Support
Target	Individual
Check	See Below

You may use this Skill during Combat. Choose a character in the same Area as you with a Level less than or equal to your own. Move that character up to two Areas in either direction. If there is a character in that area, you may make an Attack Check to see if you hit that character. Treat this as a ranged weapon with Range: 2 and Damage: 1D6. The thrown character becomes Exhausted.

Knock Back

Melee Skill

Type	Assist
Target	Self
Check	None

You may use this Skill along with an attack with a melee weapon. If you deal damage to the target of the attack, you may make that target retreat 1 space.

Shield

Melee Skill

Type	Interrupt
Target	Individual
Check	None

You may use this Skill as an Interrupt Action in Combat whenever a character other than yourself takes damage. You move to the same Area as that character, and take that damage instead. Reduce that damage by [1D6 + Your Affection Score Towards the Target] (this cannot reduce the damage below 1).

Charge

Melee Skill

Type	Assist
Target	Self
Check	None

You may use this Skill whenever you move forward during Combat. For each Area you move through, increase the result of your Attack Check by 1 point, and your weapon's damage by 2 points.

Rush

Melee Skill

Type	Permanent
Target	Self
Check	None

Whenever you make an Attack Check with a melee weapon, you may roll one additional die. Choose any two of those dice for the result.

Jump

Melee Skill

Type	Interrupt
Target	Self
Check	None

You may use this Skill as an Interrupt Action whenever somebody makes an Attack Check against you. Spend 1 Hope. Roll 1D6 and add that number to your Defense. This effect lasts for the rest of the Round.

Double Arm

Melee Skill

Type Assist

Target Self

Check None

You may use this Skill if you have two or more weapons equipped in your Item Slots and you make a successful attack with a melee weapon. Spend 1 Drive and choose a weapon that you did not use to attack with. You may deal that weapon's damage, and any effects of that weapon when it hits, to the target of your attack.

Parry

Melee Skill

Type Interrupt

Target Self

Check Warfare / Result of Enemy's Attack Check

You may use this Skill as an Interrupt Action whenever you are attacked. If the above check is successful, you may reduce that attack's damage to 1 point.

Ranged Skills

Aim

Ranged Skill

Type Assist

Target Self

Check None

You may use this Skill when you attack with a ranged weapon. Prevent that ranged weapon's "If this weapon targets an area with multiple characters and the Attack Check is successful, choose one of those characters at random to receive damage" effect.

Blaze Away

Ranged Skill

Type Assist

Target Self

Check None

You may use this Skill when you have completed an attack with a ranged weapon. Spend 1 Hope. You may make one additional attack.

Phantom Bullet

Ranged Skill

Type Assist

Target Self

Check None

You may use this Skill when you make an attack with a ranged weapon. Spend 1D6 Reagents and make an Attack Check. If the attack is successful, instead of dealing damage to the target, you may apply any Bad Status to the target.

Covering Fire

Ranged Skill

Type Interrupt

Target Self

Check None

You may use this Skill as an Interrupt Action when a character towards whom you have an Affection Score of 1 or greater is attacked. You may make an attack with a ranged weapon against the attacking character.

Dead Eye

Ranged Skill

Type Permanent

Target Self

Check None

When you make an Attack Check using a ranged weapon, if the result on the dice is 11 or higher, treat it as a critical success.

Point Blank

Ranged Skill

Type Assist

Target Self

Check None

You may use this Skill when you make a successful attack with a ranged weapon against the Area you are currently in. Increase that weapon's damage by [1D6 + The Number of Ranged Weapons You Have Equipped].

First-Strike

Ranged Skill

Type Interrupt

Target Self

Check None

You may use this Skill as an Interrupt Action when Combat starts during an Encounter. Spend 1 Hope. Regardless of range or the effect of a Star Fragment, you may make an attack with a ranged weapon against a character of your choice (if you use a Firearm or Crossbow, there is a chance it will hit a random enemy in the same Area).

Hawk Eye

Ranged Skill

Type Permanent

Target Self

Check None

When you make an Attack Check with a ranged weapon, increase that weapon's Range by 1.

Astrology Skills

Starlight

Astrology Skill

Type Assist

Target See Below

Check Charisma / 9 + 1D6

You may use this Skill during Combat. Choose a Star Fragment on the allied side and roll 1D6. If the above check is successful, increase that Star Fragment's Level by that amount. Each allied character who is in an Area illuminated by that Star Fragment increases their Defense by 1. This effect lasts for the rest of Combat, and is not cumulative.

Shooting Star

Astrology Skill

Type Support

Target See Below

Check Charisma / (Number of Targets x 2) + 9

Spend any number of Hope, and choose that many characters in the room. If the above check is successful, deal 2D6 damage to each of those characters.

Horoscope

Astrology Skill

Type Plan

Target Individual

Check Charisma / 9

Choose a character, spend 1 Hope, and make the above check. If it is successful, you may hold one of the dice rolled for that check in reserve. Any time afterward, if that character makes a check, you may exchange held die for one of the ones they rolled. This effect is not cumulative.

Astral Sword

Astrology Skill

Type Assist

Target See Below

Check None

During Combat, choose one of your melee weapons. Increase that weapon's Range by 1. If you attack with that weapon, you may nullify the effect of the target's "Cortex" Skill. This effect lasts for the rest of Combat, and is not cumulative.

Asterism

Astrology Skill

Type Support

Target See Below

Check Charisma / 9

Choose a Star Fragment on the allied side, spend 1 Hope, and make the above Check. If it is successful, each allied character in an Area illuminated by that Star Fragment increases their current HP and maximum HP by an amount equal to [Result - Difficulty]. This effect lasts for the rest of Combat, and is not cumulative.

Mock Clock

Astrology Skill

Type Interrupt

Target Court

Check Charisma / 11

You may use this Skill as an Interrupt Action when a Round or Quarter has ended. Spend 1 Hope. If the above check is successful, you may make it as if that period of time did not pass. This effect may only be used a number of times per game equal to your character Level.

Star Wars

Astrology Skill

Type Support
Target See Below
Check Charisma / 9 + 1D6

Choose a Star Fragment on the allied side, spend 1 Hope, and roll 1D6. If the above check is successful, each allied character in an Area illuminated by that Star Fragment increases the results of their Attack Checks by the amount rolled on the die. This effect lasts until the end of Combat, and is not cumulative.

Stargazer

Astrology Skill

Type Support
Target See Below
Check Charisma / 9

You may use this Skill during Combat. Roll 1D6 to determine what happens: 1-Sunny. All Undead Monsters reduce their HP by half; 2-Rain. All Items with Gunpowder in their Material field cannot be used for the rest of Combat; 3-Cloudy. The character with the highest HP takes 3D6 damage; 4-Fog. For the rest of Combat, each character increases their Defense by 2 points; 5-Gale. The character with the lowest HP moves to an Area of your choice; 6-Calm. Nothing happens.

Summoning Skills

Delivery

Summoning Skill

Type Plan

Target See Below

Check Charisma

If the above check is successful, you may move any number of Citizens or Items and Materials stored in the Kingdom to the room that the Court is in and distribute or equip them among the members of the Court. You may also, for each 1 MG you spend, transfer one Common Item that may be purchased in the Kingdom to the room that the Court is in and equip it.

Major Shift

Summoning Skill

Type Plan

Target Court

Check Charisma / 11

Choose an explored room or the Kingdom. If the above check is successful, you may move the entire Court to that location.

Retransmit

Summoning Skill

Type Support

Target Individual

Check Charisma / 9 + Target's Level

During Combat, choose a Monster, spend 1 Hope, and make the above check. If it is successful, you may remove that Monster from the Battlefield. Then, the GM chooses a random room from the map, and places that Monster in that room.

Transfer

Summoning Skill

Type Interrupt

Target See Below

Check Charisma / Amount of Damage Received + Chosen Character's Level

You may use this Skill as an Interrupt Action whenever somebody takes damage. Spend 1 Hope, choose a character in the same Area as the character who took damage, and make the above check. If it is successful, prevent that damage, and deal the same amount of damage to the chosen character instead.

Alias

Summoning Skill

Type Assist

Target Self

Check None

You may use this Skill when you attack. Spend 1 Hope, and choose 1 Monster Citizen. Instead of your own stats, you may make an attack using that monster's Warfare, Range, and Damage. When you learn this Skill, choose a Monster with a Level less than or equal to your own and have it become a Citizen of the Kingdom.

Download

Summoning Skill

Type Support

Target See Below

Check Charisma / 9 + Monster's Level

Choose a Monster Citizen and a character. If the above check is successful, you may have that character learn 1 Skill of that Monster. This effect lasts for the rest of Combat, and is not cumulative. When you learn this Skill, choose a Monster with a Level less than or equal to your own and have it become a Citizen of the Kingdom.

Familiar

Summoning Skill

Type Assist

Target Self

Check Charisma / Number of Dispatched Citizens + 10

You may use this Skill during the Kingdom Phase when you Gather Information using Monster Citizens. Increase the difficulty of the Command Check by 3 points. If the Command Check is successful, and you learn that there are Monsters in that room, you learn the names of all of those Monsters. When you have finished Gathering Information on that room, make the above check. If it is successful, choose a number of Monsters in that room equal to [Number of Dispatched Monster Citizens], and deal 1D6 damage to them.

Remover

Summoning Skill

Type Plan

Target See Below

Check Charisma / 13

Choose one Room-type Facility in the Kingdom. Move that Facility to the room you are currently in. If you moved a Facility with a Plan action into the Dungeon, you may use that Facility any time you may use a Plan action in that room. If you moved a Facility with a Permanent effect to the Dungeon, it has no effect on the Kingdom until that room becomes part of your territory. This effect is permanent.

Science Skills

Composition

Science Skill

Type	Plan
Target	See Below
Check	Wit / 9

Choose two Items that you have equipped. If the above check is successful, those two Items become one combined Item, and only take up 1 Item Slot. If an effect would destroy either Item, the combined Item is destroyed. You cannot use Composition on an Item that has already been combined. This effect is permanent.

Analyze

Science Skill

Type	Interrupt
Target	Individual
Check	None

You may use this Skill as an Interrupt Action whenever somebody uses a Skill other than a Permanent Skill. Spend any number of Hope. For each point of Hope spent, roll 1D6. If the total of the dice rolled is equal to or greater than the target's Level, that skill has no effect.

Multitask

Science Skill

Type	Permanent
Target	Self
Check	None

During the Camp step, you may use two Plan Actions or two Support Actions, or one of each, before you become Exhausted.

Revive

Science Skill

Type	Support
Target	Individual
Check	Wit / 11

Choose an Unconscious character. If the above check is successful, that character recovers 1D6 HP. If you use this Skill during Combat, you may only use it against targets that are in the same Area as you.

Weave Material

Science Skill

Type	Assist
Target	Self
Check	Wit / 9

Choose one type of Item, and spend the Materials necessary to Craft that Item. If the above check is successful, you may Craft that Item while you are in the Dungeon.

Antimagic Formula

Science Skill

Type	Support
Target	Individual
Check	Wit / 7 + Target's Level

Choose a character, and then choose a Skill known by that character. If the above check is successful, for the rest of combat, all characters become unable to use that Skill. This effect is not cumulative.

Boosted Science

Science Skill

Type Assist

Target Self

Check None

You may use this Skill whenever you use an Astrology, Summoning, or Science skill. For each point of Hope you spend, increase the result of that Skill's check, and its damage, by 3 points.

Logical Blast

Science Skill

Type Support

Target Individual

Check Wit / 9

Spend 1 Hope, and choose a character on the Battlefield. If the above check is successful, deal [Result - Difficulty] damage to that character.

Dungeon Skills

Trapper

Dungeon Skill

Type Permanent

Target Self

Check None

Whenever you make a Search Check, you may roll 1 additional die, and choose two of the dice rolled as the result.

Good Time

Dungeon Skill

Type Assist

Target Self

Check None

You may use this Skill whenever you roll on a Treasure Table. If you spend 1 Hope, you may roll 1 additional time on that Treasure Table.

Road Construction

Dungeon Skill

Type Plan

Target Corridor

Check Quest / 13

Choose two rooms that are not connected by a Corridor. Spend 1D6 Voices of the People, and make the above check. If it is successful, you may place a Corridor between those two rooms. If it fails, reduce your Followers by 1D6.

Sneak Through

Dungeon Skill

Type Permanent

Target Self

Check None

You may move forward even if there are enemies in the same Area as you.

Wall

Dungeon Skill

Type Interrupt

Target Area

Check Quest / 9

You may use this Skill as an Interrupt Action whenever a character moves during Combat. Spend 1 Hope, and make the above check. If it is successful, prevent that movement.

Hit & Away

Dungeon Skill

Type Permanent

Target Self

Check None

During Combat, you may move 1 space after you perform an action.

Dungeon Prominence

Dungeon Skill

Type Support

Target Individual

Check Quest / 7 + Target's Level

Choose a character in the same room as you. Spend 1 Hope and make the above check. If it is successful, deal [1D6 + Target's Level] damage to that character. This damage cannot be reduced by "Cortex," "Armor," or "Mailed."

Stealth

Dungeon Skill

Type Interrupt

Target Self

Check Quest / Level of the Skill's User + 5

You may use this Skill as an Interrupt Action whenever you become the target of a Support Skill. If the above check is successful, that Skill has no effect on you.

Negotiation Skills

Scout

Negotiation Skill

Type Support

Target Individual

Check Charisma / 7 + Target's Level

Choose a Monster, and reduce the Treasury by an amount equal to that Monster's Level. If the above check is successful, remove that Monster from the battlefield. That Monster becomes a Citizen of the Kingdom.

Connection

Negotiation Skill

Type Permanent

Target Self

Check None

During the Kingdom Phase, you may use two Plan actions or two Support actions, or one of each, before you become Exhausted. When you use a Facility, if you would make a check, increase the result of that check by 2.

Propaganda

Negotiation Skill

Type Interrupt

Target Kingdom

Check None

You may use this Skill as an Interrupt Action when the Voices of the People are reduced. For each 2 points of Drive among the Court that are spent, recover 1 Voice of the People.

Cry Quarter

Negotiation Skill

Type Interrupt

Target Court

Check Charisma / 9

You may use this Skill as an Interrupt Action whenever somebody takes damage. If the above check is successful, spend 1D6 Voices of the People, and flee from that battle.

Prestige

Negotiation Skill

Type Support

Target See Below

Check Ability Score of Your Choice / Highest Level Among the Enemy Side + 9

If the above check is successful, you may remove 1D6 enemy characters from the battlefield, starting with the character of the lowest Level. This effect may not be used against a character with a Level higher than your own.

Loyalist

Negotiation Skill

Type Interrupt

Target Self

Check None

You may use this Skill as an Interrupt Action whenever you wish. Choose a Talent from the Kingdom. If the requirements to use it are met, you may use the Job Skill of that Talent's job as an Interrupt Action. If it is a Permanent Skill, its effect lasts until the end of the cycle. You may only use this effect once per

Talent.

Split

Negotiation Skill

Type Support

Target Individual

Check Charisma / 9 + Target's Level

You may use this Skill during Combat. Choose a character in the same Area as you. If the above check is successful, if that character is a Foolish Monster, when it attacks, choose the target of its attack randomly from all friendly and enemy characters within range. If that character is not Foolish, it becomes Foolish. This effect last until the end of Combat, and is not cumulative

Sexy

Negotiation Skill

Type Assist

Target Self

Check None

You may use this Skill whenever you wish. Spend 1 Hope. Each character of the opposite sex is treated as if their Affection Score towards you were 1 point higher. This effect lasts until the end of the cycle.

Useful Skills

Combination

Useful Skill

Type Support
Target Individual
Check Warfare / 7

During Combat, choose a character in the same Area as you. Increase that character's weapon's damage by [1D6 + Your Affection Score Towards the Target].

Blessed Kiss

Useful Skill

Type Support
Target Individual
Check None

Choose a character whom you have an Affection Score towards. Spend 1 Hope. Remove one Bad Status from that character. If you use this Skill during Combat, you may only target a character in the same Area as you.

Gung-ho

Useful Skill

Type Permanent
Target Self
Check None

During the Setup Phase, choose a character. If your Relationship towards that character is Loyalty, increase your maximum HP by [Your Affection Score Towards That Character x 3]. Otherwise, increase your maximum HP by [Your Affection Score Towards That Character x 2].

Aggravation

Useful Skill

Type Support
Target Individual
Check Warfare / Target's Level

Choose a character in the same Area as you. Spend 1 Hope and make the above check. If it is successful, that character becomes Exhausted.

Blitz

Useful Skill

Type Assist
Target See Below
Check None

You may use this Skill during the first round of Combat if your Strategy Check was successful. Choose a number of characters up to your Wit. You may change those characters' placements to any Area on their respective sides.

Date

Useful Skill

Type Plan
Target See Below
Check Charisma / 7 + Your Current Affection Score Towards the Target

Choose a character from the Court who is Free to Act. If you and the target each succeed on the above check, increase your Affection Scores towards each other by 1 point, and if you wish, you may randomly change the type of the Relationship. That character becomes Exhausted.

Alignment Attack

Useful Skill

Type Assist

Target Court

Check None

You may use this Skill whenever you make an Attack Check. Spend 1 Drive. Choose a character from the Court who is Free to Act, and you each make an Attack Check against the same target. You may distribute the dice rolled between the two of you as you wish, and then determine the result of each Attack Check. After attacking, you both become Exhausted.

Love Affair

Useful Skill

Type Assist

Target Self

Check None

You may use this Skill whenever you make a check. Increase the result of that check by 1D6 for each object you Like (or related objects, as determined by the GM) in the room. This skill may only be used once per game for each Liked object.

Entertainment Skills

Carnival

Entertainment Skill

Type Assist

Target Individual

Check Charisma / 9 + The Number of Quarters That Have Passed

You may use this Skill during the Camp Step in a room that you have already explored. Spend 1 Hope. If the above check is successful, you may change that room's state to Unexplored.

Martial Music

Entertainment Skill

Type Support

Target See Below

Check Charisma / 9

You may use this Skill during Combat. Spend 1 Hope. If the above check is successful, each member of the Court who is in the same Area as you gains 1 point of Drive at the end of the round.

Impromptu

Entertainment Skill

Type Permanent

Target Self

Check None

You may use this Skill whenever another character has a critical success or critical failure. Increase that character's Affection Score or Hostility Score towards you by 1 point.

Combat Dance

Entertainment Skill

Type Permanent

Target Self

Check None

You may make Attack Checks using your Quest instead of your Warfare. When you choose to increase your damage, use your Charisma instead of your Warfare as the upper limit to how many points of Hope you may spend.

Galdr

Entertainment Skill

Type Support

Target See Below

Check Charisma / 9

You may only use this Skill during Combat. If the above check is successful, all other characters in the same Area as you gain the Cursed Bad Status.

Sonumen

Entertainment Skill

Type Support

Target See Below

Check Charisma / 5 + Number of Targets

During the Kingdom Phase, choose a vowel (A, E, I, O, or U). During Combat, spend 1 Hope and make the above check. If it is successful, you may deal [Number of Times that Vowel Appears x 1D6] damage to each character on the enemy side that has that vowel in their name (if a character has a personal name, use that instead of its Monster name).

Narcissism

Entertainment Skill

Type Permanent

Target Self

Check None

Whenever you could acquire a Relationship towards another character, you may acquire a Relationship towards yourself. If you spend 1 Hope, you may use an effect that can only target another character on yourself.

True Sight

Entertainment Skill

Type Support

Target Self

Check Charisma / 9

If the above check is successful, you learn all of the Event type Traps in this room..

Item Skills

Big Bag

Item Skill

Type Permanent
Target Self
Check None

Choose three of your Item Slots. You may hold two Items in each of those slots.

Shopping

Item Skill

Type Plan
Target Self
Check Wit / 9

You may only use this Skill during the Kingdom Phase. If the above check is successful, you receive any number of Items with a Cost less than your Wit. However, you may not purchase more Items than you have Item Slots.

Patch-up

Item Skill

Type Interrupt
Target Item
Check Quest / 9 + Item Level

You may use this Skill as an Interrupt Action whenever an Item is destroyed. If the above check is successful, prevent that Item's destruction.

Present

Item Skill

Type Assist
Target Court
Check None

You may use this Skill whenever you wish. Choose a member of the Court. You may freely exchange equipped Items with that character.

Weapon Mastery

Item Skill

Type Permanent
Target Self
Check None

When you learn this Skill, choose 1 Arms Item. While you have that Item equipped, increase its Level by 2.

Economy

Item Skill

Type Assist
Target Self
Check None

You may use this Skill whenever you use an Item that disappears after being used. Spend any number of Hope, and then roll that many D6. If any of those dice roll an odd number, that Item does not disappear.

Full Efforts

Item Skill

Type Interrupt

Target	Self
Check	None

You may use this Skill as an Interrupt Action whenever you use an Item. If that Item has Levels, and is not an expendable Item, increase that Item's Level by 1D6. After applying the effect of that Item, destroy it.

Fetish

Item Skill

Type	Permanent
Target	Self
Check	None

Whenever you may choose a character towards whom you would increase a Relationship Score, you may increase your Relationship Score towards an Item you have equipped instead. If that Item has Levels, you may treat that Item as if its Level were the same as your Affection Score towards it. However, you may only have a Relationship Score towards a single Item at a time. If you acquire a Relationship Score towards a different Item, your Relationship Scores towards all other Items become 0.

Esoteric Skills

The Esoteric Skill Group is not available to normal Jobs. In order to learn an Esoteric Skill, you must meet two conditions.

The first is that your current Job must be an Advanced Job (if you are a Servant, then at least one of your Jobs must be an Advanced Job).

The second is that you must have the specific prerequisite Advanced Skill(s) for each different Esoteric Skill.

Skill	Prerequisite
Sonic Blade	1 or more Melee Skills
Kill Zone	1 or more Ranged Skills
Cry Chant	2 or more Astrology, Summoning, and/or Science Skills
Beast Memory	1 or more Dungeon Skills
Les Miserables	1 or more Negotiation or Entertainment Skills
Dolce Vita	1 or more Useful or Item Skills

Sonic Blade

Esoteric Skill

Type Assist

Target Self

Check None

You may use this Skill whenever you attack using a melee weapon. Spend 1 Hope. Your weapon's damage increases by [Number of Melee Skills Known x 2], and other characters cannot Interrupt your attack.

Kill Zone

Esoteric Skill

Type Interrupt

Target Self

Check None

You may use this Skill as an Interrupt Action whenever a character other than yourself who is within range of a ranged weapon you have equipped moves. Spend 1 Hope. Make an attack against that character with a ranged weapon. Increase that weapon's damage by [Number of Ranged Skills Known x 2].

Cry Chant

Esoteric Skill

Type Support

Target See Below

Check None

You may use this Skill during Combat. Spend a number of Hope equal to the total number of Astrology, Summoning, and Science Skills you know. Deal [Number of Hope Spent] D6 damage to [Number of Hope Spent] characters.

Beast Memory

Esoteric Skill

Type Support

Target Self

Check None

When you learn this Skill, choose a Monster without "Public Enemy" whose Level is less than or equal to [Your Level + the Number of Dungeon Skills Known]. You may transform into that Monster. While transformed, you use that monster's Warfare, Range, Damage, Defense, HP, and Skills. If the round or

quarter ends and you do not spend 1 Hope, the transformation ends, and your stats return to normal. When you Level Up, you may change the Monster that you can transform into.

Les Miserables

Esoteric Skill

Type	Interrupt
Target	Individual
Check	None

You may use this Skill as an Interrupt Action whenever somebody makes a check, before they roll the dice. Spend 1 Hope. Increase the difficulty of that check by [Number of Entertainment and Negotiation Skills Known x 2].

Dolce Vita

Esoteric Skill

Type	Interrupt
Target	Self
Check	None

You may use this Skill as an Interrupt Action whenever somebody else makes a check. Spend 1 Hope. Make a Cooperative Check as an Interrupt Action. If you spend another 1 Hope, increase the result of that check by the number of Useful and Item Skills you know.

Items

Items

Items represent that various things that characters may equip. Items are divided into the following two major types, as well as various subtypes.

Common Items

Common Items are general Items that you may buy as long as you have the money. They are divided into four categories, Arms, Lifestyle, Recovery, and Exploration.

Rare Items

Rare Items are Items that you may only acquire under certain conditions. Although you may Craft them if you acquire the necessary Materials, they require many more Materials than Common Items do. They are divided into two types, Rare Arms Items, and Rare General Items.

Item Slots

Each character has 6 Item Slots in which they may hold an Item. An Item recorded in an Item Slot is considered equipped. In addition to Items, you may also equip Materials. You may equip 10 Materials in a single Item Slot.

Item Slots are numbered so as to make it easy to choose one at random with a die roll.

Purchasing and Selling Items

You may purchase Common Items for adventuring during the Treasury Meeting steps of both the Kingdom Phase and the End Phase. Each character may request a single Common Item whose Cost is less than or equal to the Kingdom's Lifestyle Level, and if their request is accepted, they receive that Item. Common Items may not be sold.

You may be able to buy and sell Rare Items in special places, or through trade with other kingdoms. See the Trading rules in the Other Rules section for more information.

Crafting Items

During the Action step of the Kingdom Phase, you may Craft a Rare or Common Item by spending the Materials listed in the Materials section of the Item's description (if there is no number listed after a Material, you only require 1 of that Material). If you have enough Materials, you may Craft as many of that Item as you wish. However, you may not Craft more Items than there are open Item Slots among the members of the Court.

A character who takes this action becomes Exhausted.

Typically, you cannot Craft Items during the Dungeon Phase. However, the Weave Material Skill and the Pan Item will allow you to do so.

Trading Items

During the Kingdom Phase, the Camp Step, or the End Phase, you may discard equipped Items or trade them with other characters freely. However, you may not trade an Item that was used during that cycle.

In order to trade Items during Combat, you must do so as a Support Action using the "Exchange Items" rule.

Destroying Items

An Item that is destroyed or discarded cannot be used until you acquire another one of that Item. Remove it from the Item Slot.

However, you may pick up a discarded Item as long as you remain in the same room that it was

discarded in. When an Item is destroyed, you may use the Patch-up Skill to repair it.

Materials

Materials are necessary resources that are used for Crafting Items. They are usually acquired through defeating Monsters, through using Facilities, or by purchasing them.

Materials must be carried in Item Slots. You may hold 10 Materials in a single Item Slot.

The following are the ten types of Materials.

Meat

Edible meat acquired from animals and monsters. It is necessary for making food.

Fangs

Animals and monsters use these to attack. This category also includes claws, horns, etc...

Leather

Monsters' hides. After being processed, it is used to make clothing and household items. It is also used for making instruments and armor.

Wood

This represents all types of plants. It can be hard to come by in the Dungeon due to the over-hunting of plant-type monsters.

Iron

Ore and minerals. This Material is used to make weapons and armor. Construct-type monsters often drop it.

Cloth

Fabric, thread, and other items necessary for making clothing. It can be acquired by attacking human-type Monsters.

Reagents

Reagents are everything magical. They are needed for making potions. Depending on how they are used, they can be either a poison, or a cure.

Machinery

All sorts of gadgets and devices. They are created using the powers of the Heavens and the Pits.

Gunpowder

Chemicals used to start fires and explosions. They are needed for creating explosives and firearms.

Information

Knowledge, rumors, and all sorts of things to research. It is an invaluable resource in the Endless Dungeon, where travel and news are restricted.

Item Levels

There are certain Items which have Levels. Even if they have the same name, there are plenty of Items that have a greater effect if their Level is higher. Items' Levels can be increased because of special events, or through the use of Facilities and Skills. You can also acquire high Level Items by defeating Monsters. The maximum Level an Item can have is 10.

Items and Timing

Items have defined types of timing with which they may be used.

Equipable

Equipable Items have a permanent effect as long as they are recorded in an Item Slot, and do not need to be declared to be used. If their description indicates a condition under which they “may be used,” you may choose whether or not to apply that effect.

Assist

As long as the conditions in their description are met, these Items may be used whenever you wish. You do not become Exhausted when you use these Items.

Interrupt

As long as the conditions in their description are met, these Items may be used to interrupt somebody's action, and produce their effect first. You do not become Exhausted when you use these Items.

Support

These Items are used when your turn comes up in the Dungeon Phase or in Combat. You become Exhausted when you use these Items.

Plan

These Items are used during the Action step of the Kingdom Phase, or during the Dungeon Phase. You become Exhausted when you use these Items.

Items and Targets

Items have defined targets on which they may be used.

Individual

These Items affect a single character.

Self

These Items affect the Item's user.

Court

These Items affect each member of the Court.

Kingdom

These Items affect the entire Kingdom.

Room

These Items affect a single room on the map.

Item

These Items affect a single Item.

Duration of Items

If an Item's description does not state otherwise, the effect of an Item lasts until the end of the cycle in which it was used. If the Item's description includes a duration, follow what is written.

Arms Items

Arms Items Table					
Roll	Result	Roll	Result	Roll	Result
11	Blade	23	Shuriken	36	Great Sword
12	Blade	24	Crossbow	44	Blade
13	Dagger	25	Armor	45	Broom
14	Battle Axe	26	War Hammer	46	Armor-piercing Bullet
15	Buckler	33	Blade	55	Blade
16	Spear	34	Bomb	56	Cannon
22	Blade	35	Firearm	66	Blade

Blade

Arms Item

Cost 1

Type Equipable

Target Self

Check None

Materials Fang, iron

Level 0-10

Melee Weapon **Range: 0** **Damage: 1D6**

This Item starts at Level 0. Increase its damage by 1 point per Level.

Dagger

Arms Item

Cost 1

Type Equipable

Target Self

Check None

Materials Iron

Level 0-10

Melee Weapon **Range: 0** **Damage: 2**

If the result of an Attack Check using this weapons is 11 or greater, it becomes a critical success. This Item starts at Level 0. Increase its damage by 1 point per Level.

Battle Axe

Arms Item

Cost 1

Type Equipable

Target Self

Check None

Materials Iron, Wood

Level 0-10

Melee Weapon **Range: 0** **Damage: 2D6-2**

Attacks using this weapon receive -2 to their Attack Checks. This Item starts at Level 0. Increase its damage by 1 point per Level.

Buckler

Arms Item

Cost 1

Type Equipable

Target	Self
Check	None
Materials	Iron, Leather
Level	0-10

A character equipped with this Item increases their Defense by 1 point (this effect is not cumulative). However, this effect is lost if that character is equipped with a melee weapon that requires two Item Slots, or a ranged weapon. This Item starts at Level 0. Increase the bonus to Defense by 1 point per Level.

Spear

Arms Item	
Cost	2
Type	Equipable
Target	Self
Check	None
Materials	Fang
Level	0-10

Melee Weapon **Range: 1** **Damage: 3**

This Item starts at Level 0. Increase its damage by 1 point per Level.

Shuriken

Arms Item	
Cost	2
Type	Equipable
Target	Self
Check	None
Materials	Iron x 10
Level	0-10

Melee Weapon **Range: 0** **Damage: 1D6-1**

This Item may only be equipped by Ninjas. You may also use this weapon as a ranged weapon. If you do, its Range becomes 2. Increase the result of your checks to Disarm Traps by 1 point. This Item starts at Level 0. Increase its damage by 1 point per Level.

Crossbow

Arms Item	
Cost	2
Type	Equipable
Target	Self
Check	None
Materials	Wood
Level	0-10

Ranged Weapon **Range: 2** **Damage: 2**

If this weapon targets an Area with multiple characters and the Attack Check is successful, choose one of those characters at random to take damage. This Item starts at Level 0. Increase the damage it deals, and the results of Attack Checks, by 1 point per Level.

Armor

Arms Item	
Cost	2
Type	Equipable
Target	Self
Check	None
Materials	Leather, Iron
Level	0-10

Whenever you take damage, reduce that damage by 1 point (this effect is not cumulative, and the damage cannot be reduced below 1 point). This Item starts at Level 0. Increase the amount of damage reduced by 1 point per Level.

War Hammer

Arms Item

Cost 3
Type Equipable
Target Self
Check None
Materials Iron
Level 0-10

Melee Weapon Range: 0 Damage: 3

If an Attack Check made using this weapon is successful, "Cortex," "Armor," and "Mailed" effects used by the target have no effect. This Item starts at Level 0. Increase the damage it deals by 1 point per Level.

Bomb

Arms Item

Cost 3
Type Equipable
Target Self
Check None
Materials Gunpowder x 5
Level 0-10

Ranged Weapon Range: 1 Damage: 1D6

If an attack with this weapon is successful, it deals the same amount of damage to all characters in the targeted Area. This Item disappears after being used. This Item starts at Level 0. Increase the damage it deals by 1 point per Level.

Firearm

Arms Item

Cost 4
Type Equipable
Target Self
Check None
Materials Machinery, Gunpowder
Level 0-10

Ranged Weapon Range: 3 Damage: 1D6

If this weapon targets an Area with multiple characters and the Attack Check is successful, choose one of those characters at random to take damage. This Item starts at Level 0. Increase the damage it deals by 1 point per Level.

Great Sword

Arms Item

Cost 4
Type Equipable
Target Self
Check None
Materials Iron x 3, Fang x 3
Level 0-10

Melee Weapon Range: 0 Damage: 1D6

This Item requires two Item Slots to equip. When making an Attack Check with this weapon, before rolling the dice, you may choose to increase its damage by an amount up to your Warfare score. Reduce

the Attack Check by the same amount. This Item starts at Level 0. Increase the damage it deals by 1 point per Level.

Broom

Arms Item

Cost 4

Type Equipable

Target Self

Check None

Materials Wood, Reagent

Level 0-10

Melee Weapon Range: 0 Damage: 1D6-1

If you are equipped with this Item, you may make attacks against Combat-type Traps. The Trap's Defense is 10, and its HP is equal to its Level; it is destroyed if its HP is reduced to 0 or less. If a Witch is equipped with this Item, she may learn the "Flying" Monster Skill. This Item starts at Level 0. Increase the damage it deals by 1 point per Level.

Armor-piercing Bullet

Arms Item

Cost 5

Type Assist

Target Self

Check None

Materials Iron x 5

Level 0-10

You may use this Item whenever you attack with a ranged weapon. If the target of an attack using this Item has the "Cortex" or "Mailed" skills, you may prevent their effects. Increase the damage of the attack by 1D6. This Item disappears after being used. However, if your Job has access to the Ranged Skill Group, roll 1D6. If the result is odd, this Item does not disappear. This Item starts at Level 0. Increase the damage it deals by 1 point per Level.

Cannon

Arms Item

Cost 8

Type Equipable

Target Self

Check None

Materials Machinery x5, Gunpowder x5

Level 0-10

Ranged Weapon Range: 3 Damage: 1D6

If an attack with this weapon is successful, it deals the same amount of damage to all characters in the targeted Area. You may not equip this item if you do not have at least 10 Followers. Each time you attack with this item, you must spend 1 Gunpowder (if you have no Gunpowder, you may not attack with this weapon). This item starts at Level 0. Increase the damage it deals by 1 point per Level.

Lifestyle Items

Lifestyle Items Table					
Roll	Result	Roll	Result	Roll	Result
11	Backpack	23	Cards	36	Snack of Yellow Sunlight
12	Backpack	24	Apron	44	Backpack
13	Pan	25	Resident Library	45	Glasses
14	Cracker	26	Handy Phone	46	Credit Card
15	Frog-Safe	33	Backpack	55	Backpack
16	Cloak	34	Portrait	56	Grimoire
22	Backpack	35	Costume	66	Backpack

Pan

Lifestyle Item

Cost 1
 Type Plan
 Target Item
 Check Quest / 9
 Materials Iron
 Level 0-10

Spend the necessary Materials and make the above check; if it is successful, you may Craft a Lunch while you are in the Dungeon. This Item starts at Level 0. Increase the Level of Lunches created by it by 1 point per Level.

Backpack

Lifestyle Item

Cost 1
 Type Equipable
 Target Self
 Check None
 Materials Cloth
 Level 0-10

You may store 15 Materials of your choice in the Item Slot occupied by this Item. This Item starts at Level 0. Increase the number of Materials that may be stored by 2 per Level.

Cracker

Lifestyle Item

Cost 1
 Type Assist
 Target See Below
 Check None
 Materials Gunpowder x 5
 Level None

You may use this Item during Combat. Choose a character. That character moves backward one space. A Happymaner may use this Item during the Kingdom Phase as an Assist Action. If they do, a Random Encounter occurs. This Item disappears after being used.

Frog-Safe

Lifestyle Item

Cost 1
 Type Assist

Target	Kingdom
Check	Wit / 10
Materials	Leather, Reagent
Level	0-10

You may use this Item during the End Phase. If the above check is successful, you may increase the amount of Treasury that can be carried over to the next scenario by 1 MG. If the check is a critical failure, you lose all of the Treasury you would carry over, and this Item is destroyed. This Item starts at Level 0. Increase the amount of Treasury that can be carried over by 1 MG per Level.

Cloak

Lifestyle Item

Cost	1
Type	Interrupt
Target	Self
Check	None
Materials	Cloth x 3
Level	None

This Item may not be equipped by Monsters. You may use this Item whenever you are attacked and your Defense is used as the difficulty for the Attack Check. Make a Quest Check; your Defense becomes the result of that check.

Cards

Lifestyle Item

Cost	2
Type	Plan
Target	Individual
Check	Charisma / 9
Materials	Information
Level	None

During the Camp step, make the above check. If it is successful, choose a character from among the Court and roll a die. If it is odd, increase your Affection Score towards that character by 1 point. If it is even, increase your Hostility Score towards that character by 1 point.

Apron

Lifestyle Item

Cost	3
Type	Assist
Target	Self
Check	Quest / 11
Materials	Reagent, cloth
Level	None

You may use this Item whenever you defeat a Monster and receive Materials. If the above check is successful, you may turn all of one type of those Materials into Meat instead. If this Item is equipped by a Cook, you may choose one Skill known by that Monster. If that Meat is used to create a Lunch or Full Course and that Item is used, in addition to its normal effects, choose a random character from the Court. For 1 turn, that character learns that Skill. This effect is not cumulative.

Resident Library

Lifestyle Item

Cost	2
Type	Plan
Target	Court
Check	Wit / 11
Materials	Information x 10

Level None

This Item may only be used by a Vizier. Spend 1 Hope and make the above check. If it is successful, you may redistribute the Followers among the Court as you wish.

Handy Phone

Lifestyle Item

Cost 4

Type Assist

Target Self

Check None

Materials Machinery x 5

Level 0-10

You may use this Item whenever you make a Command Check while Gathering Information. Increase the result of that check by 1 point. This Item starts at Level 0. Increase bonus to the check by 1 point per Level.

Portrait

Lifestyle Item

Cost 4

Type Support

Target Self

Check None

Materials Information x 5

Level None

When you receive this Item, choose a character. Recover a number of points of Drive equal to your Affection Score towards that character. This effect may only be used once per game.

Costume

Lifestyle Item

Cost 5

Type Equipable

Target Self

Check None

Materials Leather, Cloth

Level None

Whenever a character equipped with this Item has to make a Charisma check, they may roll 3D6 and choose two of the dice rolled for the result.

Snack of Yellow Sunlight

Lifestyle Item

Cost 5

Type Assist

Target Individual

Check None

Materials Cannot be Crafted

Level None

You may use this Item whenever you roll on the Kingdom Change Table, Kingdom Change Failure Table, or a Wandering Table. You may change the result of that roll by +/-1. This effect is not cumulative. If a Eunuch uses this Item, for each 1MG you spend, you may change the result by an additional +/-1. This Item disappears when used.

Glasses

Lifestyle Item

Cost 5

Type	Interrupt
Target	Self
Check	None
Materials	Machinery x 5
Level	None

A character equipped with this Item may use their Wit score for Astrology and Summoning Skill checks. Reduce the range of your ranged weapons by 1 (it cannot be reduced below 0).

Credit Card

Lifestyle Item

Cost	7
Type	Assist
Target	Kingdom
Check	None
Materials	Machinery x 5, Information x 10
Level	None

You may use this Item whenever you purchase something during the Kingdom Phase or Dungeon Phase. Increase the Treasury by an amount up to the Kingdom's Lifestyle Level. During the Earnings Report step of the End Phase, if you cannot spend an amount of MG equal to the amount you increased the Treasury by, you lose 1 Facility or Talent for each MG you cannot spend.

Grimoire

Lifestyle Item

Cost	8
Type	Plan
Target	Self
Check	Wit / 9
Materials	Leather x 5, Information x 10
Level	None

You may use this Item during the Kingdom Phase. Choose one Skill you know that requires a check. If the above check is successful, for the rest of the game, you may automatically succeed on a check using that Skill one time (this does not count as a critical success).

Recovery Items

Recovery Items Table					
Roll	Result	Roll	Result	Roll	Result
11	Lunch	23	Chocolate	36	Dungeon Insurance
12	Lunch	24	Drink	44	Lunch
13	Antidote	25	Full Course	45	Scientific Spice
14	Keepable Foods	26	Potion	46	Love Potion
15	Stretcher	33	Lunch	55	Lunch
16	Coffee	34	Trauma Kit	56	Elixir
22	Lunch	35	Tonic	66	Lunch

Lunch

Recovery Item

Cost 1

Type Plan

Target Court

Check None

Material Meat x Number of People in the Court

Level 0-10

Each member of the Court recovers 1 HP. This Item disappears when used. This Item starts at Level 0. Increase the amount of HP recovered by 1 point per Level.

Antidote

Recovery Item

Cost 1

Type Support

Target Individual

Check None

Material Wood, Reagent x 5

Level 0-10

When you receive this Item, choose one type of Bad Status. This Item renders that Bad Status ineffective. This Item disappears when used.

Keepable Foods

Recovery Item

Cost 1

Type Assist

Target Self

Check None

Material Meat

Level None

You may only use this Item during the Dungeon Phase. Recover 1 HP. A character who uses this Item is treated as having eaten a Lunch or Full Course that Turn. This Item disappears when used.

Stretcher

Recovery Item

Cost 1

Type Equipable

Target Court

Check Culture Level / 10

Material Wood x 2, Cloth x 5
Level 0-10

When you return to the Kingdom at the start of the End Phase, make the above check. If it is successful, you recover 1D6 Followers that you lost during the game. This Item starts at Level 0. Increase the number of recovered Followers by 1 per Level.

Coffee

Recovery Item

Cost 1
Type Support
Target Self
Check None
Material Wood x 2, Reagent x 5
Level 0-10

You may use this Item during Combat. For the rest of Combat, you cannot be affected by the Sleep Bad Status. This Item disappears when used.

Chocolate

Recovery Item

Cost 1
Type Support
Target Individual
Check Charisma / Target's Level + 5
Material Wood x 5
Level Choose a character. If the above check is successful, increase that character's Affection Score towards you by 1 point. This effect lasts for the rest of the game and is not cumulative. This Item disappears when used.

Drink

Recovery Item

Cost 2
Type Support
Target Self
Check None
Material Wood
Level 0-10

Recover 1 point of Drive. This Item disappears when used. This Item starts at Level 0. Increase the amount of Drive recovered by 1 point per Level.

Full Course

Recovery Item

Cost 3
Type Plan
Target Court
Check None
Material Meat x Number of People in the Court x 2
Level 0-10

Each member of the Court recovers 1D6 HP. You may only use this Item once per Turn. This Item disappears when used. This Item starts at Level 0. Increase the amount of HP recovered by 1 point per Level.

Potion

Recovery Item

Cost 3

Type	See Below
Target	Individual
Check	None
Material	Reagent x 5
Level	0-10

You may use this Item any time you wish. You may also use it as an Interrupt Action whenever somebody takes damage. A character of your choice recovers 1D6 HP. This Item disappears when used. This Item starts at Level 0. Increase the amount of HP recovered by 1 point per Level.

Trauma Kit

Recovery Item

Cost	4
Type	Plan
Target	Individual
Check	Wit / 9
Material	Wood, Cloth, Reagent, Information
Level	0-10

If the above check is successful, a character other than yourself recovers 2 HP. This Item starts at Level 0. Increase the amount of HP recovered by 1 point per Level.

Tonic

Recovery Item

Cost	5
Type	Equipable
Target	Self
Check	None
Material	Fang, Reagent, Meat, Wood, Gunpowder
Level	0-10

Increase your maximum HP by 5 points. This Item starts at Level 0. Increase the maximum HP bonus by 1 point per Level.

Dungeon Insurance

Recovery Item

Cost	5
Type	Equipable
Target	See Below
Check	None
Material	Cannot be Crafted
Level	0-10

You may use this Item as an Interrupt Action whenever somebody takes damage. Teleport the entire Court back to the Kingdom. Increase your maximum HP by 1 point. This Item disappears when used. This Item starts at Level 0. Increase the maximum HP bonus by 1 point per Level.

Scientific Spice

Recovery Item

Cost	6
Type	Assist
Target	Court
Check	None
Material	Reagent x10, Gunpowder x10
Level	None

You may use this Item whenever you use a Lunch or Full Course. Roll 1D6, and recover that many HP and points of Drive. If you roll a 6, the entire Court receives the Obese Bad Status. This Item disappears when used.

Love Potion

Recovery Item

Cost 7

Type Support

Target Self

Check None

Material Reagent x 10

Level 0-10

Choose a character. Increase your Affection Score towards that character by 3 points. This effect lasts for 1 Turn, and is not cumulative. This Item disappears when used. This Item starts at Level 0. Increase the bonus to the Affection Score by 1 point per Level.

Elixir

Recovery Item

Cost 10

Type Support

Target Individual

Check None

Material Every Material x 10

Level 0-10

Choose a character who died during this game. That character is restored to 1 HP. This Item disappears when used. This Item starts at Level 0. Increase the amount of HP restored by 1 point per Level.

Exploration Items

Exploration Items Table					
Roll	Result	Roll	Result	Roll	Result
11	Star Fragment	23	Tent	36	Map
12	Star Fragment	24	Instrument	44	Star Fragment
13	Flag	25	Animal Companion	45	Ticktick
14	Amulet	26	Ride	46	Living Drill
15	Instrument of Torture	33	Star Fragment	55	Star Fragment
16	Heavy Wristband	34	Trap Collection	56	Pumpkin Wagon
22	Star Fragment	35	Dismaze Gear	66	Star Fragment

Flag

Exploration Item

Cost 1
 Type Assist
 Target Court
 Check None
 Materials Wood, Cloth
 Level None

If a character is equipped with this Item, treat the number of people in the Court as 1 less when rolling for Random Encounters. This effect is not cumulative.

Amulet

Exploration Item

Cost 2
 Type Interrupt
 Target Self
 Check Quest / 9
 Materials Reagent x 5
 Level None

You may use this Item whenever a Trap produces an effect. If the above check is successful, for the rest of the cycle, that Trap has no effect. This Item disappears when used.

Star Fragment

Exploration Item

Cost 2
 Type Equipable
 Target Court
 Check None
 Materials Iron, Reagent
 Level 0-10

Light 1

This Item illuminates one Area in front and behind you during Combat. This Item starts at Level 1. Increase it's Light by 1 point per Level (increase the area in either direction it illuminates).

Instrument of Torture

Exploration Item

Cost 2
 Type Interrupt
 Target Court

Check Warfare / Monster Level + 5
Materials Fang, Metal
Level None

You may use this Item as an Interrupt Action after a Combat has been won. Choose a defeated Monster, and make the above check. If it is successful, if that map has a Ruler, you may learn its name and record it on the Map Sheet.

Heavy Wristband

Exploration Item

Cost 2
Type Equipable
Target Self
Check None
Materials Iron x 2
Level 0-10

A character equipped with this Item reduces the results of all their checks by 1 point. If a character keeps this Item equipped during Combat, at the end of that Combat, that character recovers 1 point of Drive. This Item starts at Level 0. Increase the amount that check results are reduced by, and the number of Drive gained after combat, by 1 point per Level.

Tent

Exploration Item

Cost 2
Type Equipable
Target Court
Check None
Materials Cloth x 5
Level 0-10

During the Camp step, if a member of the Court would take damage, reduce that damage by 1 point (this effect does not stack, and damage cannot be reduced below 1). This Item starts at Level 0. Increase the amount of damage reduced by 1 point per Level.

Instrument

Exploration Item

Cost 3
Type Interrupt
Target Individual
Check None
Materials Wood, Leather
Level None

You may use this Item as an Interrupt Action whenever another character makes a check. Any dice that roll a 5 for that check may also be converted to Drive.

Animal Companion

Exploration Item

Cost 3
Type Assist
Target Self
Check None
Materials Monster Citizen
Level None

A character equipped with this Item increases the result of their Search Checks by 1.

Ride

Exploration Item

Cost 4
Type Equipable
Target Self
Check None
Materials Monster Citizen
Level None

Increase the distance that you may move when making a normal move in Combat by 1. This effect does is not cumulative.

Trap Collection

Exploration Item

Cost 5
Type Support
Target Self
Check Quest / 11
Materials Information, Machinery
Level 0-10

If the above check is successful, during Combat, you may place a Trap with a Level less than or equal to [Item Level + 1] in the Area you are in. This Item starts at Level 0. This Item disappears when used.

Dismaze Gear

Exploration Item

Cost 5
Type Equipable
Target Self
Check None
Materials Leather x 2, Cloth x2, Reagent x2
Level 0-10

When you receive this Item, choose a type of Combat Trap. You are unaffected by that type of Trap. You does not lose HP for spending more than 3 Turns in the Dungeon for a number of Quarters equal to this item's Level. This Item starts at Level 0. Choose an additional type of Combat Trap to be unaffected by for each Level.

Map

Exploration Item

Cost 6
Type Assist
Target Court
Check None
Materials Information x 10
Level None

Designate a room. You know the type, number, and data of all Monsters in that room as determined by the scenario, as well as the number of Traps. This Item disappears when used.

Ticktick

Exploration Item

Cost 7
Type Assist
Target Self
Check None
Materials Machinery x 5
Level None

When you make a Support Action during the Dungeon Phase, if you spend 1 Hope, you may make one

additional Support Action.

Living Drill

Exploration Item

Cost 8

Type Plan

Target Room

Check None

Materials Meat x 5, Fang x 10

Level None

Choose a room, and a room that is not connected to it by a Corridor. Those rooms are now connected by a Corridor. This Item disappears when used.

Pumpkin Wagon

Exploration Item

Cost 8

Type Equipable

Target Self

Check None

Materials Monster Citizen, Wood x 10

Level None

You may place up to 3 Items inside this Item. They are not treated as being equipped. A character who possesses a Pumpkin Wagon may not be equipped with a Ride.

Facilities

Facilities

Facilities represent the various features and devices installed in the rooms of the Kingdom. By spending money from the Treasury to build Facilities, you can strengthen the Kingdom.

Facilities are divided into two main types, with various subtypes.

Room Facilities

These are Facilities that list “Room” in the Installation section of their description. You may build one in any room that does not already contain another Room-type Facility.

Supplemental Facilities

These are Facilities that list “Addition” in the Installation section of their description. You may build one in any room that already has a Room-type Facility in it.

Purchasing Facilities

You may purchase Facilities during the Treasury Meeting steps of the Kingdom Phase and the End Phase. You acquire a Facility by reducing the Treasury by an amount equal to the Facility's Cost. However, if you do not have an open room in the Kingdom, you may not purchase a Facility. When you purchase a Facility, record that Facility's name in a room in the Kingdom.

Other Ways of Acquiring Facilities

When you go on an adventure on a map that has a Base in it, you may be able to acquire a Facility. If you make that map part of your territory without destroying the Base, that Base transforms into the Facility listed in the Reward section of its description.

Destroying Facilities

If you spend 1MG, you may destroy one Facility or Corridor in any of the Kingdom's maps. You might wish to do this in order to Level Up a Facility, or move it.

Purchasing Corridors and Entrances

If you spend 1MG, you may build 1 Corridor or 1 Entrance on any of the Kingdom's maps.

Using Facilities During the Dungeon Phase

If there are Facilities in the Dungeon, either because the GM placed them there or because they were moved there using the Remover Skill, you may also use Facilities while you are in the Dungeon. During the Camp step, if the Facility in that room is a Plan-type, you may use a Plan Action and use that Facility.

Facility Levels and Combined Facilities

Some Facilities have Levels (if a Facility cannot be Leveled Up, the Level section of the Facility's description will say “none”). A Facility that you have just built will have a Level of 1. You increase the Level of a Facility by building another Facility with the same name in an adjacent room. When two or more Facilities with the same name are placed in rooms that are connected to each other by Corridors, it is called a Combined Facility, and its Level is equal to the number of Facilities that make it up. However, a Combined Facility may not stretch across multiple maps.

The Royal Palace

The Royal Palace is a special Facility. If the Royal Palace is destroyed due to some accident, and the End Phase ends, the Kingdom is destroyed. The Cost listed in its description is how much it costs to

rebuild it. If you already have a Royal Palace, you may not build another one.

Types of Facilities

Facilities are divided into the following types.

Court Facilities

These are mostly Facilities that are used by the Landmakers. They fulfill functions relating to managing the Kingdom. The people do not usually approach them, other than to perform maintenance on them, or when they are specifically summoned.

Residential Facilities

These are Facilities where Landmakers and the people live. As you increase the number of Residential Facilities, people's lives become more full. When you need to collect information about the Kingdom, Residential Facilities are the place to visit.

Special Facilities

These Facilities produce various special results. There are many that are related to research of foreign services.

Recreational Facilities

These Facilities are places for the people to entertain themselves. They can increase your Treasury, Drive, and HP. When your heart grows weary, refresh yourself using a Recreational Facility.

Public Facilities

These Facilities are used by the Landmakers and the people equally. There are many that are cheap and simple. They are crucial for everyday life.

Production Facilities

These Facilities are useful for producing food and objects. They are also useful for making money. Most of the people will work in Facilities like these.

Facilities and Timing

Facilities have defined types of timing with which they may be used.

Permanent

Permanent Facilities do not need to be declared to be used. If their description indicates a condition under which they "may be used," you may choose whether or not to apply that effect.

Interrupt

As long as the conditions in their description are met, these Facilities may be used to interrupt somebody's action, and produce their effect first. You do not become Exhausted when you use these Facilities. You cannot use an Interrupt type Facility with the same name more than once in the same cycle.

Plan

These Facilities are used during the Action step of the Kingdom Phase. Facilities cannot generally be used during the Dungeon Phase. You become Exhausted when you use these Items.

Facilities and Targets

Facilities have defined targets on which they may be used.

Individual

These Facilities affect a single character.

Self

These Facilities affect the Facility's user.

Court

These Facilities affect each member of the Court.

Kingdom

These Facilities affect the entire Kingdom.

Room

These Facilities affect a single room on the map.

Item

These Facilities affect a single Item.

Facilities and Duration

If a Facility's description does not state otherwise, the effect of a Facility lasts until the end of the cycle in which it was used. If the Facility's description includes a duration, follow what is written.

Court Facilities

Court Facilities Table					
Roll	Result	Roll	Result	Roll	Result
11	Cutchery	23	Chevaliers	36	Keep Tower
12	Cutchery	24	Harem	44	Cutchery
13	Salon	25	Sanctuary	45	Tomb
14	Throne	26	Garden	46	Armory
15	Hall	33	Cutchery	55	Cutchery
16	Council	34	Temple	56	Pagoda
22	Cutchery	35	Theater	66	Cutchery

Royal Palace

Court Facility

Cost (5)

Type Plan

Target Kingdom

Check Lifestyle Level / 10

Installation Room

Level None

If the game ends and you do not have this facility, the Kingdom is destroyed. If the above check is successful, recover 1 Voice of the People. If it fails, lose 1 Voice of the People.

Salon

Court Facility

Cost 1

Type Interrupt

Target Kingdom

Check Lifestyle Level / 7 + Received Reward

Installation Addition

Level None

You may only build this Facility in a room with a Cutchery. You may use this Facility as an Interrupt Action during the Prologue step of the Kingdom Phase, when determining the reward. If the above check is successful, you may receive the reward in advance, before the Treasury Meeting.

Throne

Court Facility

Cost 5

Type Interrupt

Target Self

Check None

Installation Addition

Level None

You may only build this Facility in a room with a Royal Palace. You may use this Facility as an Interrupt Action whenever the King makes an Action Check. Increase the result of that check by [(Number of Citizens) x 1/10]. You may only use this effect once per game.

Hall

Court Facility

Cost 5

Type Plan

Target	Court
Check	None
Installation	Room
Level	None

You cannot use this Facility unless each member of the Court uses it. Each player chooses a character and increases their Affection Score towards that character by 2 points

Council

Court Facility

Cost	5
Type	Plan
Target	Kingdom
Check	Culture Level / 10
Installation	Room
Level	1-10

If the above check is successful, for the rest of this game, increase the maximum level of Voices of the People by [Facility Level]. Recover all Voices of the People.

Cutchery

Court Facility

Cost	5
Type	Plan
Target	Kingdom
Check	Lifestyle Level / 10
Installation	Room
Level	1-10

If the above check is successful, during the Treasury Meeting step of the End Phase, reduce the Upkeep Cost by [Facility Level + 1D6] (this cannot reduce the Upkeep Cost to less than 1). If this Facility is Level 3 or higher, increase the Lifestyle Level by 1 point.

Harem

Court Facility

Cost	5
Type	Plan
Target	Individual
Check	None
Installation	Room
Level	None

You may only use this Facility if you have a Eunuch PC or Talent. If the character who used this effect is dead during the End Phase, you may create a new character with the same stats, excluding Relationship Scores and Items, as the dead character.

Sanctuary

Court Facility

Cost	5
Type	Plan
Target	Individual
Check	Culture Level / 12
Installation	Addition
Level	None

You may only build this Facility in a room with a Temple. If the above check is successful, receive [Facility Level x 1D6] Followers. Those Followers are called Crusaders, and if you wish may treat these Followers as Mach Penguin or Migrancy Fish Monster Citizens. Lost Crusaders cannot be recovered by any means, nor may they become Citizens if they return to the Kingdom. Crusaders disappear during the End Phase.

Chevaliers

Court Facility

Cost 5
Type Plan
Target Self
Check Military Level / 10
Installation Room
Level 1-10

If the above check is successful, for the rest of the game, increase your weapons' damage by [Facility Level]. If this Facility is Level 3 or higher, increase the Military Level of the Kingdom by 1 point.

Temple

Court Facility

Cost 5
Type Plan
Target Room
Check Culture Level / 10
Installation Room
Level 1-10

If the above check is successful, randomly choose one room used in the map for this game. You learn the number and type of Monsters, and the number of Traps, in that room. You may treat this Facility as an Elevator. If this Facility is Level 3 or higher, increase the Culture Level of the Kingdom by 1 point.

Garden

Court Facility

Cost 6
Type Permanent
Target Room
Check None
Installation Room
Level 1-10

If a member of the Court makes a check during the Kingdom Phase, they may increase the result of that check by [Facility Level].

Theater

Court Facility

Cost 6
Type Plan
Target Kingdom
Check Culture Level / 10
Installation Room
Level 1-10

If the above check is successful, recover a number of Voices of the People equal to [Total Number of Entertainment Skills Known By the Court + Facility Level].

Keep Tower

Court Facility

Cost 9
Type Permanent
Target Court
Check None
Installation Addition
Level None

You may only build this Facility in a room with a Royal Palace. Increase the Capacity of each member of the Court by 1 point.

Tomb

Court Facility

Cost 10
Type Interrupt
Target Kingdom
Check None
Installation Room
Level None

Choose a character when you build this Facility. You may use this Facility as an Interrupt Action whenever that character dies. Receive a number of MG equal to [The Total of All Affection Scores Towards That Character Among Members of the Court + 5].

Armory

Court Facility

Cost 5 + Weapon Cost
Type Interrupt
Target Self
Check None
Installation Addition
Level None

You may only build this Facility in a room with Chevaliers. When you build this Facility, choose one type of Arms Item. You may use this Facility as an Interrupt Action during Combat after you make a Support Action. Reduce your Followers by 1D6. You may make an attack as if you had a weapon of the chosen type (Level 0).

Pagoda

Court Facility

Cost Monster Level
Type Interrupt
Target Self
Check None
Installation Addition
Level None

You may only build this Facility in a room with a Temple. When you build this Facility, choose a type of Monster. You may use this Facility as an Interrupt Action whenever you take damage. Spend 1 Hope and choose 1 Skill known by the chosen Monster. You learn that Skill until the end of this cycle. You may only use this effect once per game.

Residential Facilities

Residential Facilities Table					
Roll	Result	Roll	Result	Roll	Result
11	Slum	23	Private Room	36	Onstead
12	Slum	24	Treasure Chest	44	Slum
13	Main Street	25	Gangland	45	Exclusive Area
14	Toller	26	Mixed Area	46	Windmill
15	Cutty Stool	33	Slum	55	Slum
16	Mausoleum	34	Inn	56	Backstair
22	Slum	35	Piazza	66	Slum

Slum

Residential Facility

Cost 1

Type Permanent

Target Kingdom

Check None

Installation Room

Level 1-10

The room this Facility is built in can accommodate [Facility Level x 20] Citizens. During the Treasury Meeting step of the End Phase, increase the Upkeep Cost by 1MG for each Slum.

Main Street

Residential Facility

Cost 1

Type Permanent

Target Court

Check None

Installation Room

Level 1-10

You may only build this Facility in a room adjacent to a Royal Palace or another Main Street. During the Action Resolution step of the Kingdom Phase, choose a number of characters from the Court up to to the Facility Level. Each of those characters may choose to Wander one time, in addition to their regular action.

Toller

Residential Facility

Cost 1

Type Plan

Target Kingdom

Check Culture Level / 10

Installation Addition

Level None

You may only build this Facility in a room with a School or a Temple. Spend 1 Hope and make the above check. If it is successful, recover 1 Citizen's Voice for each turn that passes.

Cutty Stool

Residential Facility

Cost 1

Type Plan

Target Individual
Check None
Installation Addition
Level None

Choose one character from the Kingdom. That character takes 1D6 damage. Recover 1 Voice of the People.

Backstair

Residential Facility

Cost 1
Type Plan
Target Self
Check None
Installation Room
Level None

Choose a character. Roll a die; if it is odd, increase your Affection Score towards that character by 1 point; if it is even, increase your Hostility Score towards that character by 1 point.

Treasure Chest

Residential Facility

Cost 1
Type Permanent
Target Kingdom
Check None
Installation Addition
Level None

You may only build this Facility in a room with a Backstair. You may store any number of Rare Items in this room.

Private Room

Residential Facility

Cost 2
Type Permanent
Target Individual
Check None
Installation Addition
Level 1-10

When you build this Facility, choose a character. During the Setup Phase, that character recovers a number of points of Drive equal to [Facility Level]. Reduce the number of citizens this map can accommodate by [Facility Level x 10]

Gangland

Residential Facility

Cost 3
Type Plan
Target Kingdom
Check None
Installation Room
Level 1-10

Gain a number of MG equal to [Facility Level]. Reduce the Voices of the People by that same amount.

Mixed Area

Residential Facility

Cost	3
Type	Permanent
Target	Individual
Check	None
Installation	Room
Level	None

If you have any Monster Citizens, during the Setup Phase, if you reduce the number of Citizens by 1, you may create a character who knows one of that Monster's Skills.

Inn

Residential Facility

Cost	3
Type	Plan
Target	Kingdom
Check	None
Installation	Room
Level	1-10

Gain a number of MG equal to [Facility Level]. Reduce your HP by [Facility Level x 1D6].

Piazza

Residential Facility

Cost	3
Type	Plan
Target	See Below
Check	Culture Level / 5 + Your Affection Score Towards the Target
Installation	Room
Level	None

When two people use this Facility, both of them make the above check. If both of them are successful, they each increase their Affection Scores towards each other by 1 point, and they may change the subtype of that Relationship.

Onstead

Residential Facility

Cost	3
Type	Plan
Target	Court
Check	Lifestyle Level / 10
Installation	Room
Level	1-10

If the above check is successful, for the rest of the game, any character equipped with a Ride may increase their damage by 1D6 points a number of times equal to the Facility Level. If the Ride was created from a Monster Citizen, you may use that Monster's Damage value instead of 1D6.

Exclusive Area

Residential Facility

Cost	5
Type	Plan
Target	Kingdom
Check	Culture Level / 10
Installation	Room
Level	None

Reduce the Treasury by 1MG and choose a Talent. If the above check is successful, roll on the Birth Table and change that Talent's Job to the result rolled. Change the result of the effect of that Talent.

Windmill

Residential Facility

Cost 5

Type Plan

Target Kingdom

Check None

Installation Addition

Level 1-10

Whenever your Kingdom's population increases, increase it by an additional amount equal to the Facility Level. You may not use this Facility if the population is less than [Facility Level x 50]. This effect lasts for the rest of this game.

Mausoleum

Residential Facility

Cost 6

Type Permanent

Target Court

Check None

Installation Addition

Level None

Whenever you Level Up, instead of acquiring a new Skill, you may increase one Ability Score by 1 point. However, you may not increase that Ability Score if the difference between that score and your lowest Ability Score is 6 or greater.

Special Facilities

Special Facilities Table					
Roll	Result	Roll	Result	Roll	Result
11	Citadel	23	Spell Chamber	36	Guild
12	Citadel	24	Library	44	Citadel
13	Botch	25	Training Center	45	Hideout
14	Recycle Shop	26	Statue	46	Mass Media
15	Observatory	33	Citadel	55	Citadel
16	Loophole	34	Training Gym	56	Laboratory
22	Citadel	35	Ritual Precinct	66	Citadel

Botch

Special Facility

Cost 0

Type Permanent

Target Facility

Check None

Installation Addition

Level None

When you build this Facility, build a Room-type Facility in the same room as this one is built in, at half of its regular Cost. At the start of the Roundtable Discussion step of the End Phase, roll 1D6. If the result is 1 or 2, this Facility and the Facility in this room are both destroyed. If this Facility is destroyed or moved, the Facility in the same room as this one is also destroyed or moved.

Recycle Shop

Special Facility

Cost 2

Type Plan

Target Item

Check None

Installation Room

Level None

Choose an Item you are equipped with. That Item disappears, and you may craft a different Item using the Materials listed in the Materials section of that Item's description. You may also use any other Materials that you are carrying. If you have any Materials left over after crafting the Item, you may not keep them.

Observatory

Special Facility

Cost 2

Type Plan

Target Individual

Check Lifestyle Level / 10

Installation Room

Level None

You may build one Observatory for each Astrologer PC or Talent you have. If the above check is successful, receive as many Star Fragments as you wish.

Citadel

Special Facility

Cost	3
Type	Permanent
Target	Kingdom
Check	None
Installation	Room
Level	1-10

Increase the Military Level by 1 point. If the Facility Level is greater than or equal to the Kingdom Level, increase the Military Level by 1 additional point.

Loophole

Special Facility

Cost	3
Type	Interrupt
Target	Kingdom
Check	None
Installation	Addition
Level	None

You may only build this Facility in a room with a Hideout. You may use this Facility whenever the Court is in a room on the outer edge of a map. If you reduce the Treasury by 1MG, you may build an Entrance in that room. This effect may only be used once per map per game.

Spell Chamber

Special Facility

Cost	4
Type	Plan
Target	Self
Check	None
Installation	Room
Level	1-10

When you build this Facility, choose 1 Skill Group from among Astrology, Summoning, or Science. You receive a number of special Hope equal to the Facility Level. This Hope may only be used to pay for the costs of, to roll extra dice for checks for, or to increase damage dealt by Skills from that group. This Hope also counts against your maximum Capacity. Take care not to confuse it with normal Hope.

Library

Special Facility

Cost	5
Type	Permanent
Target	Kingdom
Check	None
Installation	Room
Level	1-10

When you build this Facility, choose from either the Summoning, Science, or Astrology Skill Groups. Whenever a character from a Kingdom with this Facility makes a check using a Skill from the chosen Skill Group, you may increase the result of the check, and the damage it deals, by [Facility Level].

Training Center

Special Facility

Cost	5
Type	Plan
Target	Self
Check	None
Installation	Room
Level	None

You may change your Job from your current one to another Job of your choice.. When you do, change your Job Skill and Ability Score Bonus to that of the new Job.

Statue

Special Facility

Cost 5
Type Permanent
Target Individual
Check None
Installation Addition
Level None

When you build this Facility, choose a character. Increase that character's Capacity by 1 point.

Ritual Precinct

Special Facility

Cost 5
Type Plan
Target Self
Check See Below
Installation Room
Level 1-10

When you build this Facility, choose a Skill from the Astrology, Summoning, or Science Skill Groups other than a Permanent Skill, and note it in the room. When you use this Facility, you may use that Skill one time during the game, whenever you wish. If that Skill requires a check, instead of your Ability Score, use the Kingdom's Culture Level. If the Skill requires Hope to use, use Voices of the People. If the Skill requires a Level, use the Facility Level. For each Level this Facility increases by, you may choose one additional Skill from the Astrology, Summoning, or Science Skill Groups and note it in the room.

Guild

Special Facility

Cost 5
Type Plan
Target Self
Check None
Installation Room
Level 1-10

When you build this Facility, choose a Skill Group and note it on the room. When you use this Facility, if you Level Up during that game, you may learn Skills from that Skill Group. When this Facility's Facility Level increases, choose a new Skill Group and note it on the Room.

Hideout

Special Facility

Cost 5
Type Plan
Target Self
Check Order Level / 10
Installation Room
Level 1-10

If the above check is successful, for the rest of the game, increase your Defense by [Facility Level]. If the Facility Level is 3 or higher, increase the Order Level by 1 point.

Mass Media

Special Facility

Cost	6
Type	Plan
Target	Individual
Check	Culture Level / 12
Installation	Room
Level	None

If the above check is successful, choose either the Ruler of a map or a random region from the Known World section of the Kingdom Sheet. If you chose the Ruler of a map, you learn that Ruler's name. If you chose a region, if that region is an unknown region, randomly determine that region's type using the Unknown Region Table.

Training Gym

Special Facility

Cost	6
Type	Plan
Target	Self
Check	None
Installation	Room
Level	1-10

Choose a number of Skills you know up to the Level of this Facility, and unlearn them. You learn that number of skills, chosen from your currently available Skill Groups.

Laboratory

Special Facility

Cost	8
Type	Plan
Target	Self
Check	None
Installation	Room
Level	None

Choose a number of Skills you know up to the Level of this Facility, and unlearn them. Learn that many skills, chosen from the Skill Groups you currently have access to.

Recreational Facilities

Recreational Facilities Table	
Roll	Result
1	Casino
2	Bar
3	Zenana
4	Arixang
5	Colosseum
6	Showplace

Casino

Recreational Facility

Cost 2

Type Plan

Target Kingdom

Check None

Installation Room

Level 1-10

Reduce the Treasury by an amount up to Facility Level. Roll a die; if you roll an odd number, receive a number of MG equal to [Amount the Treasury Was Reduced By x 2].

Bar

Recreational Facility

Cost 3

Type Permanent

Target Individual

Check None

Installation Room

Level None

During the Preparation Phase, if you reduce the number of Citizens by 1, when you make a new character, that character starts at a Level equal to the average Level of the Court.

Zenana

Recreational Facility

Cost 3

Type Plan

Target Self

Check Order Level / 10

Installation Room

Level 1-10

If the above check is successful, increase your maximum HP by [Facility Level x 2] and recover all your HP. This effect lasts for the rest of the game.

Arixang

Recreational Facility

Cost 4

Type Plan

Target Self

Check None

Installation Room

Level 1-10
Recover [Facility Level +1] points of Drive.

Colosseum

Recreational Facility

Cost 5
Type Plan
Target See Below
Check None
Installation Room
Level None

During the Kingdom Phase, choose the characters who will use this Facility and place them on the Battlefield. Then, roll on the Random Encounter Table, and have those Monsters fight the chosen characters. If they win, for the rest of the game, increase the maximum Voices of the People by [7 - The Number of People Who Participated in Combat], and recover all Voices of the People.

Showplace

Recreational Facility

Cost 5
Type Permanent
Target Kingdom
Check None
Installation Room
Level 1-10

During the Treasury Meeting step of the End Phase, if the scenario's objective was successful, gain [Facility Level] MG.

Public Facilities

Public Facilities Table	
Roll	Result
1	Execution Ground
2	Depot
3	Memorial Hall
4	School
5	Jailhouse
6	Hospital

Execution Ground

Public Facility

Cost 1

Type Plan

Target Kingdom

Check None

Installation Room

Level None

You may use this Facility if you have a PC or Talent with the Executioner Job. Reduce the Population by 1D6. Increase the maximum Voices of the People by 1 point, and recover all Voices of the People.

Depot

Public Facility

Cost 1

Type Permanent

Target Kingdom

Check None

Installation Room

Level 1-10

When you build this Facility, choose one type of Material. You may store any number of that Material. When the Facility Level increases, choose an additional type of Material.

Memorial Hall

Public Facility

Cost 2

Type Permanent

Target See Below

Check None

Installation Room

Level None

You may only build this Facility during the End Phase. You may store any number of Materials or Items acquired during that game in this room. However, you must give all of those Items unique names.

School

Public Facility

Cost 3

Type Permanent

Target Kingdom

Check None

Installation Room

Level 1-10

Increase the Culture Level by 1 point. If the Facility Level is greater than or equal to the Kingdom Level, increase the Culture Level by 1 additional point.

Jailhouse

Public Facility

Cost 3

Type Permanent

Target Kingdom

Check None

Installation Room

Level 1-10

Increase the Order Level by 1 point. If the Facility Level is greater than or equal to the Kingdom Level, increase the Order Level by 1 additional point.

Hospital

Public Facility

Cost 5

Type Interrupt

Target Talent

Check Culture Level / 10

Installation Room

Level 1-10

You may use this Facility whenever you would reduce the number of Citizens left behind in the Kingdom, or whenever a Talent would die. If the above check is successful, prevent that loss of Citizens or death. This effect may only be used a number of times per game equal to the Facility Level.

Production Facilities

Production Facilities Table	
Roll	Result
1	Farm
2	Blacksmith
3	Ranch
4	Trading Post
5	Hunting Ground
6	Staple

Farm

Production Facility

Cost 3

Type Permanent

Target Kingdom

Check None

Installation Room

Level 1-10

Increase the Lifestyle Level by 1 point. If the Facility Level is greater than or equal to the Kingdom Level, increase the Lifestyle Level by 1 additional point.

Blacksmith

Production Facility

Cost 3

Type Plan

Target Item

Check None

Installation Room

Level 1-10

Choose an Item you are equipped with. If you spend a number of the Materials necessary to create that Item equal to [Next Level x 5], you may increase the Level of that Item by 1. You may not increase an Arms Item's Level higher than the Facility Level.

Ranch

Production Facility

Cost 3

Type Plan

Target See Below

Check Order Level / 5 + Monster Level

Installation Room

Level None

You may use this Facility if you have Monster Citizens. Choose 1 type of Monster Citizen. If the above check is successful, increase the number of Monster Citizens of that type by 1.

Trading Post

Production Facility

Cost 4

Type Plan

Target Kingdom

Check None

Installation Room

Level None

Choose a type of Material when you build this Facility. You may exchange 1MG for 3 of that Material.

Hunting Ground

Production Facility

Cost 6

Type Plan

Target Individual

Check None

Installation Room

Level None

For the rest of the game, increase the result of your Attack Checks by 1.

Staple

Production Facility

Cost 6

Type Plan

Target Kingdom

Check None

Installation Room

Level 1-10

Choose a type of Material when you build this Facility. Receive a number of that Material equal to the Facility Level.

Dungeon Book

Scenarios

The Scenario

The scenario consists of all of the data and explanations necessary for playing the game. You can find scenarios on the Make You Kingdom website, in published supplements and magazines, or the GM may create his own. When making your own scenario, you may wish to reference official scenarios, or the sections below.

Creating an Objective for the Adventure

The first thing you must decide is the objective of the scenario... or in other words, the victory condition.

The objective may be defeating someone, searching for something, acquiring an object, or anything else you can think of. If you cannot come up with anything special, the overarching goal for the Landmakers is always conquering sections of the Dungeon in order to add to their territory.

Creating an Introduction and a Resolution

Decide the circumstances under which the game starts, and how it can be resolved.

When creating an introduction, you should present the incentive for completing the objective. Besides acquiring territory and reaping the rewards of your adventures, there should be a reason for the adventure that progresses the game. A motive that ties into the PCs' backgrounds works especially well. There can be many different kinds of goals, such as gaining revenge against an enemy, fulfilling the request of a loved one, acquiring an Item that your family had treasured, etc... Try to think of an introduction that will appeal to everyone.

When creating a resolution, think of the differences between what happens if the objective is achieved, or if it is not. Especially in the case of it not being achieved, the most important thing to determine is whether or not it is possible to attempt it again. Usually, if the objective is met, it will lead to a happy end.

The Kingdom Phase and End Phase sections of the Kingdom Book contain more concrete examples of introductions and resolutions. You may wish to consult those as well for more information.

The Cast of Characters

Before determining the stats of the characters that will appear, first decide on a simple personality for them. Compared to the PCs, GM-controlled NPCs tend to be less developed. It may be a good idea to think of them, to some extent, as caricatures or stereotypes. Villains especially may be thoroughly spineless, or thoroughly vicious. An appealing villain can be an indispensable part of an exciting game.

Creating a Dungeon

The most time-consuming part of creating a scenario will probably be creating the Dungeon. We'll start by explaining the steps in order.

Deciding the Number of Maps

It is best to start with only a single map, especially when the characters' Levels are lower. As they increase in Level, they may wish to challenge a larger Dungeon made up of multiple maps. In that case, you may wish to spread the scenario out into a campaign that takes two or more sessions to play. As the number of maps increases, the time it takes to play the game will increase proportionally. It may be prudent to only play as long as people are able to focus on the game, and divide it up into multiple sessions.

Room Setup

After deciding on the number of maps, next choose the number of rooms. Knowing how many

rooms you are using will be necessary for the next steps.

Placing Corridors

Decide which rooms are connected to which other rooms via corridors. You may wish to use a thick marker to draw lines between rooms that are connected by corridors. Then, you can trace a path through the rooms to decide where and when events important to the objective will occur.

There are different variations on how corridors can be placed.

Straight

Each room only has two corridors, one from the direction you came in, and one leading to the next room. By placing the Dungeon's objective in the final room, you have the benefit of making sure the players experience all of the different events.

Junction

This is where a room has three or more corridors connecting to it, with no indication of which way to progress. This gives the players an element of choice. Make sure to give them information that could affect their choices, like, "The corridor to the North has a cold wind blowing from it," or "You can hear screams coming from the corridor to the East."

Special Movement

Through the use of Traps and other things, you can create rooms that can't be accessed by normal means. "Secret Doors" and "Teleporters" are obvious choices, but it might also be interesting to create a room that can only be entered unintentionally, such as through a "Dungeon Storm." Try to have your placement of corridors create the sense of a puzzle.

Encounters

Once the general shape of the map has been decided, start thinking about what kind of encounters you would like to place in each room. Encounters can consist of clues and information, descriptions of the dungeon, simple challenges, threats that hinder the Court, or anything else the players are likely to encounter. There's no need to rush things, think them through carefully.

Clues and Sources of Information

After determining the overall layout of the rooms, decide on what clues to place. Clues are information that will lead the players towards fulfilling the objective of the scenario smoothly.

Typically, preparing 2-4 clues per scenario that help explain the situation is enough. Ideally, each clue the players discover will help to slowly bring them closer and closer to the truth.

For the sake of fulfilling the scenario, it's best not to make the clues too difficult or obscure. Use caution especially with players who aren't used to the game. As each clue is acquired, they should make it easy to guess what course of action is best to take next.

After figuring out the clues, decide the circumstances under which the players will discover them. Come up with ways for the players to learn them. Consider some of the following methods for the players to acquire clues. There should be at least 1 way for the players to learn something.

Searching

Successfully search a person, item, or place. It could be a lying witness, a diary or a magical tome, evidence left at the scene of a crime, etc... Think up a kind of clue that it would be appropriate to keep hidden.

Eliminating Threats

Remove any threats in the room, including monsters, traps, bases, etc... You might need to defeat a monster who tells you a clue, or disarm a trap and find a clue hidden behind it, etc...

Conversations

Ask a special NPC an appropriate question. Think of an NPC who might know the information, and what to ask them to coax that information from them. It may be a cut and dry, asked and answered affair, or there may be special conditions—for example, a womanizer NPC might need a female PC to make a Charisma check, or a muscle-headed NPC might need to be beaten with a Warfare check. Or perhaps it might be necessary to exchange some kind of Material or Item in order to figure out the clue, or the NPC may send the PCs on a quest.

Puzzle Solving

Solve a simple puzzle or riddle. Do not make it so difficult that it bogs down the game, and make sure it fits the atmosphere. You may want to prepare some hints as well.

Placing Threats

You may place things in rooms that threaten the Landmakers. There are three kinds of threats: Traps, Bases, and Monsters. See the Threats section for more information on them. Keeping in mind the atmosphere and difficulty of the scenario, choose enough opposition to give the players a proper taste of adventure.

Traps

Traps are devices that can be placed in rooms or objects in those rooms that act as a hindrance. The GM may choose any traps he wishes to place on a map. However, limit the total number of traps appearing in a single scenario to $[(\text{Number of Members of the Court} \times 3) + \text{Average Level of the Court}]$ or less. You may only place one trap in each corridor.

Limit the total level of traps in a single scenario to $[\text{Average Level of the Court} \times 10]$ or less.

Bases

Bases are important facilities of the monsters that can be placed in rooms. The GM may choose and place any bases he wishes on the map.

Limit the total level of bases in a single scenario to $[\text{Average Level of the Court}]$ or less.

Monsters

Monsters is a collective term for all of the creatures that live in the dungeon. The GM may choose and place any monsters he wishes on the map. However, limit the number of rooms with monsters on a single map to $[\text{Average Level of the Court} + 2]$. Limit the highest level monster placed in a room to $[\text{Average Level of the Court} + 4]$.

Limit the total level of all monsters in a single room to $[(\text{Number of Members of the Court} \times 3) + \text{The Court's Total Level}]$ or less. However, that limit may change based on the following factors.

Ruler

You may choose a single monster who lords over a dungeon as that map's Ruler. The GM may choose a single monster with a level up to $[\text{Average Level of the Court} + 7]$ as a Ruler. Limit the level of other monsters in that room to $[\text{Average Level of the Court} + 4]$.

Limit the total level of all monsters in the Ruler's room to $[(\text{Number of Members of the Court} \times 4) + \text{The Court's Total Level}]$ or less.

Monster Reactions

When placing monsters, you may choose to give them a special reaction. For more information on monsters' reactions, see the Encountering Monsters section of the Kingdom Book. Change the limit on the total level of Hostile monsters in a room to $[(\text{Number of Members of the Court} \times 2) + \text{The Court's Total Level}]$. Conversely, change the limit on the total level of Friendly monsters in a room to $[(\text{Number of Members of the Court} \times 4) + \text{The Court's Total Level}]$.

Room Layout

After deciding what kind of information and threats to place in a room, decide the layout of each room. This is needed for describing each room when the Court enters it.

At the least, you will need to prepare enough of a description for objects that are related to necessary information for the scenario. You should also describe things to the point that the important information isn't immediately obvious. That is not to say you need to be overly descriptive, either. If you explain what buildings or geographic formations, objects, or people there are, if the illumination or temperature are out of the ordinary, etc... that should be enough. In the Endless Dungeon, severe dungeonification can lead to areas being starkly divided. It is not uncommon to open one door and see an environment that's radically different from the one you're currently in. It can be fun to throw consistency to the wind and come up with all sorts of different rooms.

If coming up with individual rooms is too much work, you may use the Place Name Tables and Dungeon Environment Tables to decide the layout of each room. It might be interesting to determine their layout in the middle of the game.

Mini Events

It can be interesting to include small events that aren't related to the main story. You may wish to give the PCs a chance to have a little fun, for example, an NPC that runs a store in the middle of a dungeon, or who gives the PCs an opportunity to gamble for items. Or perhaps you might want to exemplify the Ruler's viciousness by using a cut-scene of events occurring in another room. Using the scenario sources in this book, or other supplements, to come up with as many things as your imagination can handle.

Altering Premade Dungeons

If you do not have enough confidence to come up with a dungeon right away, you can also alter dungeons that appear in other scenarios. You can add or change the monsters, traps, and bases that appear in them. Or, by keeping the threats the same, but changing the objective, you can give an old scenario and entirely different feel.

Threat Placement Limit Table												
		Monsters					Ruler's Room			Traps		Bases
Court's Average Level	Court's Size	Total Levels	Hostile	Friendly	Individual Level	Rooms with Encounters	Total Levels	Others' Levels	Ruler's Level	Number	Total Levels	Total Levels
1	3	12	9	15	5	3	15	5	8	10	10	1
	4	16	12	20			20			13		
	5	20	15	25			25			16		
	6	24	18	30			30			19		
2	3	15	12	18	6	4	18	6	9	11	20	2
	4	20	16	24			24			14		
	5	25	20	30			30			17		
	6	30	24	36			36			20		
3	3	18	15	21	7	5	21	7	10	12	30	3
	4	24	20	28			28			15		
	5	30	25	35			35			18		
	6	36	30	42			42			21		
4	3	21	18	24	8	6	24	8	11	13	40	4
	4	28	24	32			32			16		
	5	35	30	40			40			19		

Threat Placement Limit Table												
		Monsters					Ruler's Room			Traps		Bases
Court's Average Level	Court's Size	Total Levels	Hostile	Friendly	Individual Level	Rooms with Encounters	Total Levels	Others' Levels	Ruler's Level	Number	Total Levels	Total Levels
	6	42	36	48			48			22		
5	3	24	21	27	9	7	27	9	12	14	50	5
	4	32	28	36			36			17		
	5	40	35	45			45			20		
	6	48	42	54			54			23		
6	3	27	24	30	10	8	30	10	134	15	60	6
	4	36	32	40			40			18		
	5	45	40	50			50			21		
	6	54	48	60			60			24		
7	3	30	27	33	11	9	33	11	14	16	70	7
	4	40	36	44			44			19		
	5	50	45	55			55			22		
	6	60	54	66			66			26		
8	3	33	30	36	12	10	36	12	15	17	80	8
	4	44	40	48			48			20		
	5	55	50	60			60			23		
	6	66	60	72			72			26		
9	3	36	33	39	13	11	39	13	16	18	90	9
	4	48	44	52			52			21		
	5	60	55	65			65			24		
	6	72	66	78			78			27		
10	3	39	36	42	14	12	42	14	17	19	100	10
	4	52	48	56			56			22		
	5	65	60	70			70			25		
	6	78	72	84			84			28		

NPC Personality Determination Tables

If you are having trouble coming up with characters to use as sources of information or other roles, you may use these tables to randomly determine an NPC's description. Roll 1D6 3 times, once each on the Age, Gender, and Traits tables.

Age Table	
Roll	Result
1	Child (8-14)
2	Young (15-29)
3	Middle Aged (30-49)
4	Mature (50-59)
5	Elderly (60-99)
6	Ancient (200+)

Sex Table	
Roll	Result
1	Male
2	Male
3	Male
4	Female
5	Female
6	Female

Traits Table	
Roll	Result
1	Roll once each on the Personality, Appearance, Ability, and Special Trait Tables
2	Roll twice on the Personality Table, and once each on another two tables of your choice
3	Roll twice on the Appearance Table, and once each on another two tables of your choice
4	Roll twice on the Ability Table, and once each on another two tables of your choice
5	Roll twice on the Special Trait Table, and once each on another two tables of your choice
6	Roll three times on a table of your choice, and once on another table of your choice

Personality Table					
Roll	Result	Roll	Result	Roll	Result
11	Kind	23	Self-righteous	36	Diligent
12	Introverted	24	Frivolous	44	Cowardly
13	Determined	25	Stingy	45	Cool
14	Tsundere	26	Haughty	46	Honest
15	Serious	33	Obstinate	55	Sad
16	Nosy	34	Calm	56	Cheerful
22	Distrustful	35	Hedonistic	66	Erotic

Appearance Table					
Roll	Result	Roll	Result	Roll	Result
11	Strange hairstyle	23	Long hair	36	Hat
12	Glasses	24	Obscured eyes	44	Thin eyes
13	Aged	25	Well proportioned	45	Eye patch
14	Oddly colored hair, eyes, and skin	26	Fangs	46	Beautiful
15	Tail	33	Tiny	55	Red-faced
16	Mask	34	Gothic	56	Animal ears
22	Fat	35	Scantily clad	66	Outfit of a random Job (roll on the Birth Table)

Ability Table					
Roll	Result	Roll	Result	Roll	Result
11	Large appetite	23	Can raise animals	36	Fast
12	Strong	24	Can make something	44	Sharp sighted
13	Smart	25	Good at cleaning	45	Strong spatial awareness
14	Sensitive to others	26	Speaks many languages	46	High manual dexterity
15	Popular	33	Knowledge of medicine	55	Good in bed

Ability Table					
Roll	Result	Roll	Result	Roll	Result
16	Good cook	34	Artistic genius	56	Part monster
22	Mechanically inclined	35	Strong faith	66	Useless superpower

Special Trait Table					
Roll	Result	Roll	Result	Roll	Result
11	Bullied / Magical prodigy	23	Large family / Exile from a Great Power	36	Fan of the Court / Construct
12	Successor / Dungeonitis	24	Gambler / Traveler from another world	44	Lacks presence / Fairy
13	Drinker / Amnesia	25	Beautiful voice / Cursed	45	Sickly / Beast
14	Heavy sleeper / Wanderlust	26	Likes animals / Former Landmaker	46	Poor / Ogre
15	Bad luck / War survivor	33	Liar / Has a large keyhole	55	Loud / Angel
16	Twin / Spy	34	Ahoge / Born from an elevator	56	Natural straight man / Deep One
22	Busy / Split personality	35	Lost someone important / Undead	66	Airhead / Aberration

Name Table					
Roll	Result	Roll	Result	Roll	Result
11	Fruit name (Orange, Apple)	23	Clothing name (Belt, Onepiece)	36	God name (Amaterasu, Zeus)
12	Color name (Rouge, White)	24	Flower name (Pansy, Iris)	44	Star name (Pleiades, Northstar)
13	Food name (Stirfry, Sparerib)	25	Weapon name (Shotel, Atombomb)	45	Vegetable name (Lettuce, Kakarot)
14	Appliance name (Teevee, Freezer)	26	Mineral name (Sapphire, Basalt)	46	Vehicle name (Train, Rickshaw)
15	Drink name (Milk, Ramune)	33	Number name (Nine, Zwei)	55	Stationery name (Pencil, Stapler)
16	Instrument name (Cymbal, Kokyu)	34	Sport name (Ballet, Curling)	56	Animal name (Tiger, Hornet)
22	Robot name (Combattler, Asimo)	35	Medicine name (Aspirin, Halcion)	66	Game name (Monopoly, Domino)

Place Name Determination Tables

If you are having trouble coming up with names for rooms or maps, you may use these tables to produce a random name. Roll 1D6 2 times, once each on the Flair Table and the Place Name Table.

Flair Table	
Roll	Result
1	Basic Name Table
2	Basic Name Table
3	Ominous Name Table
4	Ominous Name Table
5	Random Name Table
6	Random Name Table

Place Name Table	
Roll	Result
1	Passageway Name Table
2	Passageway Name Table

Place Name Table	
Roll	Result
3	Natural Name Table
4	Natural Name Table
5	Man-made Name Table
6	Man-made Name Table

Basic Name Table					
Roll	Result	Roll	Result	Roll	Result
11	Lustful	23	Falling Star	36	Crystal
12	Drifting	24	Thorny	44	Frozen
13	Golden	25	Mirror	45	Oblivion
14	Flaming	26	Silver	46	Blessed
15	Calamitous	33	Spiral	55	Fairy
16	Crescent Moon	34	Rainbow	56	Rainy
22	Machine	35	Martyred	66	Twilight

Ominous Name Table					
Roll	Result	Roll	Result	Roll	Result
11	Rust	23	Viscera	36	Earthworm
12	Skewer	24	Corpse	44	Corrupted
13	Spider	25	Talon	45	Mole
14	Scorpion	26	Supine	46	Despair
15	Ghost	33	Hades	55	Wailing
16	Skull	34	Serpent	56	Lulin
22	Bloody	35	Hell	66	Abyssal

Random Name Table					
Roll	Result	Roll	Result	Roll	Result
11	Mayonnaise	23	Roman	36	Shocking
12	Dynamite	24	Ukulele	44	Black
13	Dragon	25	Eppcap	45	Favorite Monster
14	Bouncing	26	Campanella	46	Favorite Trap
15	Fluffy	33	Munchkin	55	Roll on the Word Tables
16	Puzzling	34	Baroque	56	Roll on the Name Tables
22	Dice	35	Missile	66	Favorite Number

Passageway Name Table					
Roll	Result	Roll	Result	Roll	Result
11	Gate	23	Maze	36	Moat
12	Corridor	24	Tunnel	44	Dike
13	Street	25	Slope	45	Stairway
14	Alley	26	Path	46	Trail
15	Avenue	33	Canal	55	Bridge
16	Road	34	Channel	56	Hole

Passageway Name Table

Roll	Result	Roll	Result	Roll	Result
22	Railway	35	Stream	66	Stoa

Natural Name Table

Roll	Result	Roll	Result	Roll	Result
11	Desert	23	Lake	36	Peaks
12	Hill	24	Mountains	44	Volcano
13	Ocean	25	Plain	45	Marsh
14	Forest	26	-land	46	Nebula
15	Pond	33	Heath	55	Star
16	Coast	34	Valley	56	Pool
22	Jungle	35	Island	66	Tundra

Man-made Name Table

Roll	Result	Roll	Result	Roll	Result
11	Castle	23	Farm	36	Cave
12	Wall	24	House	44	Basilica
13	Fort	25	Constellation	45	Field
14	Zone	26	Ruin	46	Study
15	Room	33	Beach	55	Station
16	Chamber	34	Tower	56	Cluster
22	Pass	35	Graveyard	66	Chaos Sea

Dungeon Environment Tables

If you are having trouble coming up with descriptions for the interior of a dungeon, you may use these tables to randomly determine them. Roll 1D6 on the Kingdom Environment Table. You may also simply pick and choose results directly, for example, if they are especially fitting of the location name.

Dungeon Environment Table

Roll	Result
1	Man-made Environment Table
2	Cave Environment Table
3	Natural Environment Table
4	Aquatic Environment Table
5	Aerial Environment Table
6	Supernatural Environment Table

Man-made Environment Table

Roll	Result	Roll	Result	Roll	Result
11	A stone room	23	A factory with neglected machines	36	A colossal statue that was abandoned before it was completed
12	A spiral staircase surrounding a giant pit	24	An ancient battlefield littered with skeletons and rusted weapons	44	A great hall decorated with murals and tapestries

Man-made Environment Table

Roll	Result	Roll	Result	Roll	Result
13	An old, dusty library	25	A stone bathroom	45	A Metro Khan railway
14	An aging, unadorned altar	26	A kitchen with a tall ceiling	46	A gallery displaying paintings and busts
15	A power plant full of gears and pistons	33	A room whose walls are covered in drawings	55	A tomb lined with stone sarcophagi
16	A giant stone staircase	34	An abandoned theater	56	A gate whose door is covered in rust
22	A room made of large timbers	35	A garbage dump filled with trash	66	An abandoned prison

Cave Environment Table

Roll	Result	Roll	Result	Roll	Result
11	A cave with nothing but bare rock	23	A cavern filled with faint, eerie starlight	36	A cave that has been filled in almost to the ceiling
12	A cave filled with bats and flying bugs	24	A cave full of quicksand	44	A precipice overlooking a bottomless pit
13	An abandoned mineshaft	25	Smooth tunnels dug out by some kind of animal	45	A cavern whose walls are obscured by swarms of crawling bugs
14	Somebody's campsite	26	A cave filled with cold water	46	A cave with numerous fossils buried in it
15	A cave filled with so many boulders they obscure vision	33	A crack between giant boulders	55	A cave filled with hot, flowing lava
16	A cave that belches smoke	34	A cave whose walls are covered with paintings of animals and hunters	56	A cavern made of crystal
22	A limestone grotto echoing with the sound of running water	35	A natural bridge spanning a vast chasm	66	The lair of some creature, scattered with skeletons

Nature Environment Table

Roll	Result	Roll	Result	Roll	Result
11	A room covered in moss	23	A tall cavern with a giant tree whose trunk twists and turns	36	A room with piles of fallen leaves
12	A secret forest reverberating with the calls of animals	24	A cave with a seal breeding ground spread throughout it	44	A hedge maze
13	A corridor made of vines	25	A room whose walls are covered in mold	45	An overgrown bamboo grove
14	A field of flowers filled with hollows	26	A room dotted in cacti	46	A room with suddenly falling pine trees
15	A room with tree branches growing through the walls	33	A patch of giant mushrooms	55	A room filled with tall, overgrown grass
16	Farmland stretching across an entire cave	34	A cave with a giant tree growing in the middle of it	56	A withered forest
22	A forest overgrown with weeds	35	Corridors filled with roaming herds of horselizards	66	Rooms and corridors that feel like the inside of a giant tree

Aquatic Environment Table

Roll	Result	Roll	Result	Roll	Result
11	A bridge crossing a roaring river	23	A room obscured by hot steam	36	A lake with rafts and barges
12	The inside of a rainbow colored coral reef	24	A swamp that spreads throughout a cave	44	A giant pit and waterfall

Aquatic Environment Table

Roll	Result	Roll	Result	Roll	Result
13	A room filled with waist high water	25	A ship whose rigging and hull have been neglected	45	An incomplete aqueduct
14	A water fountain and watering hole	26	An aquarium filled with tanks	46	A frozen lake swarming with penguins
15	A boiling lake	33	A foul smelling sewer	55	A steamy hot spring
16	A room whose floor has turned into a tidal flat	34	A submerged cavern with ruins at the bottom	56	An old well covered with strange engravings
22	A cistern that's filling with water	35	A pier and harbor	66	A room whose walls are covered with shellfish and barnacles

Aerial Environment Table

Roll	Result	Roll	Result	Roll	Result
11	A room where it's raining	23	On top of a cloud	36	A massive, roaring ventilation shaft
12	A cave made of cheese	24	A cave obscured by thick mist	44	A room with occasional lightning flashes
13	Gardens piled up towards the sky	25	A room with zero gravity	45	A room where bird feathers flutter to the ground
14	Clotheslines covered in pristine white clothing that stretch forever	26	A room where snowfall is quickly accumulating	46	A cave whose walls are painted to look like the sky
15	A giant beanstalk stretching towards the ceiling	33	A skyway where space-time is warped	55	A room where one wall is a mirror
16	A giant pit with dangling rope ladders and chains	34	A corridor where you can hear the sounds of a windmill for keeping monsters away	56	A cave with a shimmering aurora
22	A room where a fierce wind blows	35	A cave with ruins on its ceiling	66	A room with variable gravity

Supernatural Environment Table

Roll	Result	Roll	Result	Roll	Result
11	An old six tatami mat room	23	A small park with swings and a slide	36	A room where someone is spying on you
12	A cramped karaoke box	24	A cheap-looking prefabricated bathroom	44	A room where you can hear voices talking loudly
13	A town where time has stopped	25	A room with a noisy upstairs neighbor	45	A room growing tentacles
14	A gymnasium with a single ball rolling around	26	A room made of human bones	46	An interrogation room with a table and chair
15	A room covered in hair	33	A room that breathes	55	An empty classroom
16	Some sort of waiting room	34	A room built on an angle	56	A room whose ceiling is a giant human face
22	The inside of a living creature	35	A room in a love hotel	66	A room that is constantly swaying

Traps

Traps

"Traps" refer to any trap that is placed in the dungeon that has an effect in the game. They are usually placed on stairways, rooms, Corridors, or any sort of event.

Trap Placement

The GM may place Traps while creating the scenario. Traps may be placed in the following four ways.

Room

A Trap with the "Room" type placement may be placed in a room of your choice. If somebody succeeds on a Search Check with that room as the target, they discover all of the Traps placed in that room.

Corridor

A Trap with the "Corridor" type placement may be placed in a Corridor if your choice. If somebody succeeds on a Search Check with that Corridor as the target, they discover all of the Traps placed in that Corridor.

Area

A Trap with the "Area" type placement may be placed when Combat occurs in that room. Choose an Area from the Battlefield and place the Trap in it.

Event

A Trap with the "Event" type placement may be set to take effect during a specific event described in the scenario. It could be the appearance of an NPC or treasure chest, a door or statue inside a room, or anything else. The GM must describe the event during the Encounter or Camp step. If somebody succeeds on a Search Check with that event as the target, they discover all of the Traps placed on that event.

Activating Traps

Traps produce an effect as soon as the conditions for their activation are met. Traps may have one of the following six activation types.

Passage

The Trap takes effect as soon as somebody moves into the area it is in. If a Trap is placed in a room, it activates before the Encounter step.

Rest

The Trap takes effect as soon as any member of the Court Rests inside that room.

Discovery

The Trap takes effect as soon as somebody makes a successful Search Check and discovers the Trap.

Automatic

The Trap's effect is constant.

Undiscovered

The Trap takes effect when the Camp step ends if nobody made a successful Search Check in that room.

Touch

The Trap takes effect when anybody equips or speaks to the whatever it is placed on without making a successful Search Check.

Disarming Traps

A Trap cannot be disarmed unless it is discovered first. When a Trap is discovered, if the conditions listed in the Disarm section are met, that Trap produces no effect.

A Trap may be disarmed in one of the following three ways.

Discovery

The Trap's effect is prevented as soon as it has been discovered. It's effect is prevented as soon as somebody succeeds on a Search Check.

Impossible

The Trap cannot be disarmed. The Trap produces a continuous effect, and if you do not use a Skill or Item, it cannot be disarmed.

Check

The Trap lists an Ability Score and difficulty. In order to disarm it, a character who is Free to Act must attempt to disarm it during the Camp step and succeed on the check. If they fail, the Trap activates.

Combat Traps

Combat Traps have special qualities compared to the other types of Traps. Combat Traps cannot be disarmed by usual means. However, only one Combat Trap may be placed in any one Area on the Battlefield. Therefore, if a new Combat Trap is placed in an Area where another Combat Trap was already placed, using Skills like "Dungeon Tectonics" or the like, any previously placed Combat Traps have no effect.

Discovering Traps While Gathering Information

When you use your Followers to Gather Information, you learn the number of Traps in that Room and in any of the Corridors attached to that Room. Remember that Traps placed in a Corridor are also counted when an adjacent room is also explored.

Modifying Traps

Room type Traps may be changed into Event type traps. If they are, decide what type of object they can be placed on based on their category. When changing a Trap's type to Event, increase its level by 3.

When entering a room whose type has been changed to Event, the GM must describe the object it has been placed on.

Classic Traps

Walls, floors, ceilings, doors, statues, containers

Facility Traps

Any kind of trade facility, building, storeroom, or shelf

Encounter Traps

NPCs, Monsters, plants, doors, or pictures

Disaster Traps

A crystal ball, altar, treasure, mirror, or button

Movement Traps

A road, well, door, picture, or vehicle

The GM must decide what kind of Event an Event type Trap is placed on. A dropped sword could trigger an Explosion, the character who dropped it getting caught in the blast. A female character attacked by a Monster could become a Femme Fatale, luring in the rest of the characters as she hugs her and congratulates her on defeating the Monster. Think of something that fits the situation.

It can be fun to have a Trap that is set off by casual roleplaying or players not paying attention. While examining the flavor text, come up with a way for things to develop realistically.

Classic Traps

Classic Trap Table					
Roll	Result	Roll	Result	Roll	Result
11	Pit	23	Living Statue	36	Jack in the Box
12	Pit	24	Secret Door	44	Pit
13	Slit Arrow	25	Drop Ceiling	45	Mimic
14	Wanton Worm	26	Explosion	46	Guillotine
15	Poison Needle	33	Pit	55	Pit
16	Rolling Stone	34	Poisoned Apple	56	Self-destruction
22	Pit	35	Skill Bomber	66	Pit

Pit

Classic Trap

Level 1-5

Placement Corridor

Activation Passage

Disarm Discovery

Each member of the Court takes [1D6 + Trap Level] points of damage.

Slit Arrow

Classic Trap

Level 1

Placement Corridor

Activation Passage

Disarm Quest / 7

Each member of the Court takes 1 point of damage.

Wanton Worm

Classic Trap

Level 1

Placement Room

Activation Rest

Disarm Impossible

Any character who Rests in this room chooses one character towards whom they have the highest

Affection Score and one character towards whom they have the lowest Affection Score. Switch those two Affection Scores. A character who has been affected by this Trap cannot be affected by it again for the rest of the game.

Poison Needle

Classic Trap

Level 1
Placement Event
Activation Touch
Disarm Quest / 10

This Trap may be placed on a door, statue, treasure chest, or other object or Item. When this Trap activates, the character who touched it takes 1 point of damage and gains the Poison Bad Status.

Rolling Stone

Classic Trap

Level 2
Placement Corridor
Activation Passage
Disarm Impossible

Each member of the Court makes a Quest / 9 check. Each character who fails takes 1D6 points of damage.

Living Statue

Classic Trap

Level 2
Placement Event
Activation Touch
Disarm Impossible

This Trap may be placed on a statue, painting, or other work of art that depicts a living being. Any character who touches it takes 2D6 points of damage.

Secret Door

Classic Trap

Level 2
Placement Room
Activation Automatic
Disarm Discovery

Until this Trap is disarmed, the Court may not use this Corridor.

Drop Ceiling

Classic Trap

Level 3
Placement Room
Activation Rest
Disarm Quest / 9

Each member of the Court takes 1D6 points of damage. Whenever someone Gathers Information on the room this Trap is placed in, regardless of whether the Command Check succeeds or fails, reduce their Followers by 1D6.

Explosion

Classic Trap

Level 3
Placement Event
Activation Touch

Disarm Quest / 9

This Trap may be placed wherever you wish. Each member of the court takes 1D6 points of damage. If the Disarm Check fails, choose an Item Slot at random and any Item equipped in that Item Slot is destroyed.

Poisoned Apple

Classic Trap

Level 3

Placement Event

Activation Touch

Disarm Impossible

This Trap may be placed on a Recovery Item. This Trap activates whenever that Recovery Item is used. In addition to its regular effect, the target of that Recovery Item takes 1D6 points of damage and gains the Poisoned Bad Status.

Skill Bomber

Classic Trap

Level 4

Placement Event

Activation Automatic

Disarm Wit / 11

When this Trap is placed, choose a Skill Group. Whenever somebody in this room uses a Skill other than a Permanent Skill from that Skill Group, they take 2D6 points of damage. If they succeed on a Wit / 9 check, that damage is halved.

Jack in the Box

Classic Trap

Level 4

Placement Event

Activation Touch

Disarm Quest / 11

This Trap may be placed on a box, jar, or other kind of container. When this Trap activates, the character who touched it gains a random Bad Status.

Mimic

Classic Trap

Level 5

Placement Event

Activation Touch

Disarm Quest / 12

This Trap may be placed on a treasure chest, a sack, or other kind of container. When this Trap activates, the character who touched it takes 2D6 points of damage.

Guillotine

Classic Trap

Level 5

Placement Event

Activation Touch

Disarm Quest / 12

This Trap may be placed in a Corridor, on a door, ceiling, floor, or other place in in the Dungeon. This Trap is discovered automatically. When hits Trap activates, the character who touched it makes a Quest / 12 check. If it fails, their HP becomes 0, and they die.

Self-destruction

Classic Trap

Level 6
Placement Event
Activation Touch
Disarm Quest / 12

This Trap may be placed on something that is received when the Ruler is defeated. When this Trap activates, each member of the Court takes 3D6 points of damage. If the Court is not Unconscious or Dead, they return to the Kingdom. They cannot make the Map this Trap was placed in part of their territory.

Facility Traps

Facility Trap Table					
Roll	Result	Roll	Result	Roll	Result
11	Vending Machine	23	Concealed Work	36	Axman's Fountain
12	Vending Machine	24	Elevator	44	Vending Machine
13	Bremen	25	Hotel	45	Hanging Tree
14	Thinner	26	Emergency Exit	46	Job Changer
15	Snack House	33	Vending Machine	55	Vending Machine
16	Living Room	34	Pool	56	Kotatsu
22	Vending Machine	35	Chimney	66	Vending Machine

Vending Machine

Facility Trap

Level 1
Placement Room
Activation Discovery
Disarm Impossible

Each member of the Court makes a Wit / 9 check. Each character that succeeds may receive as many Potions as they wish. When a character uses a Potion received this way, roll a die. If it is odd, instead of recovering HP, the target takes 1 point of damage.

Bremen

Facility Trap

Level 1
Placement Room
Activation Automatic
Disarm Impossible

When this Trap is placed, the GM chooses a number and type of Monster. Whenever somebody Gathers Information on this Room, instead of the actual information, the GM informs the player of the chosen number and monster type.

Thinner

Facility Trap

Level 1
Placement Event
Activation Discovery
Disarm Impossible

This trap may be placed on a scale or pedestal. Whenever a female character, or a character with the "Beauty" Skill, would eat during the game, they make a Wit / 9 check. If it fails, food has no effect on them that cycle.

Snack House

Facility Trap

Level 2

Placement Room

Activation Discovery

Disarm Impossible

Each member of the Court makes a Charisma / 9 check. Each character who fails gains the Obese Bad Status. Reduce the Voices of the People by an amount equal to the number of characters who failed the check.

Living Room

Facility Trap

Level 2

Placement Room

Activation Rest

Disarm Impossible

Each time somebody Rests in this room, each member of the Court chooses 1 of their Item Slots at random. Any Item in that Item Slot is destroyed.

Concealed Work

Facility Trap

Level 1-5

Placement Room

Activation Automatic

Disarm Quest / [12 + Trap Level]

Increase the difficulty of Search and Gather Information Checks in this room by an amount equal to the Trap's Level.

Elevator

Facility Trap

Level 2

Placement Event

Activation Touch

Disarm Discovery

This trap is placed on a door. Roll 2D6. If the number is odd, encounter that many Deep Ones; if it is even, encounter that many Angels. The type of Deep One or Angel is that with a Level closest to the average Level of the Court (if the difference between two different Monsters and the Court's average Level is the same, choose the one with the higher Level).

Hotel

Facility Trap

Level 3

Placement Room

Activation Rest

Disarm Impossible

During the Treasury Meeting step of the End Phase of this game, increase the Upkeep Cost by [Number of Members in the Court] MG. Each member of the Court recovers all their HP.

Emergency Exit

Facility Trap

Level 3

Placement Room

Activation Rest

Disarm Quest / 9

The Court returns to the Kingdom and begins the End Phase.

Pool

Facility Trap

Level 3

Placement Room

Activation Automatic

Disarm Quest / 9

Each member of the Court takes 1D6 points of damage when they leave the room this Trap is placed in. When this Trap is disarmed, an addition Quarter passes.

Chimney

Facility Trap

Level 3

Placement Room

Activation Automatic

Disarm Impossible

When the Court enters the room this Trap is placed in, if the number of Quarters that has passed is even, each member of the Court loses 1 point of Drive. If a character cannot reduce their Drive, they gain the Disoriented Bad Status.

Axman's Fountain

Facility Trap

Level 4

Placement Event

Activation Discovery

Disarm Impossible

This trap may be placed in an area that connects to a river, pond, puddle, or other body of water. Each member of the Court makes a Wit / 9 check. Each character that fails chooses one Arms Item or Rare Item at random and loses that Item.

Hanging Tree

Facility Trap

Level 4

Placement Room

Activation Discovery

Disarm Impossible

Each member of the Court makes a Charisma / 9 check. Each character that fails loses a number of Followers equal to [Difficulty - Result].

Job Changer

Facility Trap

Level 5

Placement Room

Activation Rest

Disarm Wit / 11

Choose a character at random. That character must change their current Job to a new Job determined using the Birth Table. When you change your Job, change your Job Skill and Ability Score Bonus to that of the new Job.

Kotatsu

Facility Trap

Level 5

Placement Room

Activation Discovery
Disarm Impossible

Each member of the Court makes a Wit / 9 check. Each Free to Act character that fails must Rest. Each character that Rested because they failed makes another Wit / 9 check next Quarter. They may not leave this room until they succeed on the check, and must Rest during Camp.

Encounter Traps

Encounter Trap Table					
Roll	Result	Roll	Result	Roll	Result
11	Zuch	23	Femme Fatale	36	Hate Monger
12	Zuch	24	Horror	44	Zuch
13	Refugee	25	Borracho	45	Rebellion
14	Dead Angle	26	Mold	46	Chant
15	Alarm	33	Zuch	55	Zuch
16	Spirit of Food	34	Poltergeist	56	Jam
22	Zuch	35	Homesickness	66	Zuch

Zuch

Encounter Trap

Level 1
Placement Room
Activation Rest
Disarm Impossible

Each member of the Court makes a Wit / 9 check. Each character that fails increases their Hostility Score towards a character in the Court of their choice by 1 point.

Refugee

Encounter Trap

Level 2
Placement Corridor
Activation Passage
Disarm Charisma / 9

Choose a Facility in the Kingdom at random. Destroy that Facility, and increase the number of Citizens by 1D6.

Dead Angle

Encounter Trap

Level 2
Placement Room
Activation Automatic
Disarm Discovery

When you place this Trap, choose any number of Monsters from the areas described in the scenario. Whenever the Court Rests in this room, or when they attempt to move out of it, Combat occurs with those Monsters. Treat it as a Surprise Attack. Whenever somebody Gathers Information on this room, regardless of whether or not the Command Check succeeds, the Monsters chosen when this Trap is placed are not counted.

Alarm

Encounter Trap

Level 2

Placement Room
Activation Rest
Disarm Discovery

Using the Random Encounter Table, determine Monsters and begin Combat.

Spirit of Food

Encounter Trap

Level 2

Placement Room

Activation Automatic

Disarm Impossible

If a member of the Court discards a Recovery Item from one of their Item Slots, each member of the Court loses a Recovery Item.

Femme Fatale

Encounter Trap

Level 3

Placement Event

Activation Touch

Disarm Charisma / 9

This Trap may be placed on a character or an Item. When this trap activates, the character that touched it records "Something" in one of their Item Slots (if they have no open Item Slots, they must discard an Item). Until the end of the game, that "Something" may not be discarded or transferred to another character. If somebody in the Court is equipped with "Something," roll on the Kingdom Disaster Table each Turn that passes.

Horror

Encounter Trap

Level 3

Placement Event

Activation Touch

Disarm Wit / 14

This Trap may be placed on a gory corpse or a gruesome Monster. When this Trap activates, each member of the Court makes a Warfare Check with a difficulty equal to [13 - Number of Followers]. Each character that fails loses 1 point of Drive. If they cannot reduce their Drive, reduce the Voices of the People by 1.

Borracho

Encounter Trap

Level 3

Placement Event

Activation Undiscovered

Disarm Discovery

This Trap may be placed on a Monster, an Important NPC, or any NPC with statistics. They attack; treat it as a Surprise Attack.

Mold

Encounter Trap

Level 3

Placement Room

Activation Rest

Disarm Impossible

All Lunches, Full Courses, and Keepable Foods in the Court are destroyed.

Poltergeist

Encounter Trap

Level 3

Placement Event

Activation Touch

Disarm Charisma / 12

This Trap may be placed on an Item, a Construct Monster, or a young boy or girl. When this Trap activates, each member of the Court chooses an Item they have equipped at random. For each Arms Item chosen this way, a Demonic Steel appears, and Combat erupts. Until those Demonic Steels are defeated, those Arms Items may not be used.

Homesickness

Encounter Trap

Level 5

Placement Room

Activation Discovery

Disarm Impossible

Each character in the Court who has Followers makes a Wit / 11 check. Each character that fails has 1D6 Followers return to the Kingdom.

Hate Monger

Encounter Trap

Level 6

Placement Event

Activation Touch

Disarm Charisma / 9 + (Total Number of Followers in the Court x 1/10)

This Trap may be placed on a character. When this Trap activates, reduce the Voices of the People by 1D6.

Rebellion

Encounter Trap

Level 6

Placement Event

Activation Touch

Disarm Charisma / 13

This Trap may be placed on a character. When this Trap activates, each member of the Court makes a Quest / 9 check. Each character who fails takes [Followers + 1D6] points of damage.

Chant

Encounter Trap

Level 6

Placement Event

Activation Touch

Disarm Wit / 13

This Trap may be placed on a song, incantation, person's voice, etc... When this Trap activates, each member of the Court halves their current HP.

Jam

Encounter Trap

Level 6

Placement Room

Activation Automatic

Disarm Wit / 13

Whenever a Quest Check or a check made as a result of a roll on a Rest Table fails in this room, roll on

the Happening Table for the Ability Score used for that check.

Disaster Traps

Disaster Trap Table					
Roll	Result	Roll	Result	Roll	Result
11	Avalanche	23	Metamorphosis	36	Jack in the Bush
12	Avalanche	24	Activator	44	Avalanche
13	Distress	25	Pinocchio	45	Image Trampling
14	Red Shoes	26	Anger Mood	46	Reset Switch
15	Poison Gas	33	Avalanche	55	Avalanche
16	Dungeon Storm	34	Infection	56	Melodrama
22	Avalanche	35	End of Term	66	Avalanche

Avalanche

Disaster Trap

Level 1-5

Placement Room

Activation Automatic

Disarm Impossible

If the number of critical failures that occurred in this room is greater than or equal to [6 - Trap Level], this room is destroyed and cannot be entered again. When the room is destroyed, each member of the Court in the room takes 2D6 points of damage, and are immediately moved to an adjacent room of their choice.

Distress

Disaster Trap

Level 1

Placement Room

Activation Rest

Disarm Impossible

Lose 1 Lunch or Full Course. If you cannot, each member of the Court takes 2 points of damage.

Red Shoes

Disaster Trap

Level 1

Placement Event

Activation Touch

Disarm Impossible

This Trap may be placed on armor, clothing, shoes, or another type of wearable Item. When this Trap activates, the character who touched it equips that Item. Until the end of the game, that Item may not be discarded or transferred to another character. A character equipped with that Item takes 1D6 points of damage each Quarter until the end of the game.

Poison Gas

Disaster Trap

Level 1

Placement Room

Activation Automatic

Disarm Impossible

Take 1D6 points of damage for each Quarter spent in this room.

Dungeon Storm

Disaster Trap

Level 2

Placement Room

Activation Rest

Disarm Discovery

The GM chooses two rooms from the Map. Switch the position of those two rooms.

Metamorphosis

Disaster Trap

Level 2

Placement Event

Activation Touch

Disarm Wit / 9

This Trap may be placed on a character or Item. When this Trap activates, the character that touched it gains the Cursed Bad Status.

Activator

Disaster Trap

Level 2

Placement Event

Activation Touch

Disarm Quest / 9

This Trap may be placed on a character or Item. Increase the Warfare and Damage of each Monster on this map by 1 point.

Pinocchio

Disaster Trap

Level 2

Placement Room

Activation Automatic

Disarm Impossible

Whenever a character in this room tells a lie, they gain the Cursed Bad Status. The GM determines whether a lie has been told or not.

Anger Mood

Disaster Trap

Level 3

Placement Room

Activation Rest

Disarm Impossible

Choose a character at random. That character takes a number of points of damage equal to the total of all Hostility Scores towards that character among the rest of the Court.

Infection

Disaster Trap

Level 3

Placement Event

Activation Touch

Disarm Wit / 12

This Trap may be placed on a corpse, on food, medicine, blood, or other such things. When this Trap activates, the character that touched it makes a Quest / 11 check. If it fails, choose a Bad Status at random, and that character becomes an "incubator." Whenever another character uses a Skill or Item

on the incubator, they must make a Quest / 9 check. If it fails, they gain that Bad Status. This effect lasts until the end of the game.

End of Term

Disaster Trap

Level 4

Placement Event

Activation Undiscovered

Disarm Activation

This Trap may be placed on a sign, book, letter, or other kind of written material. During the Treasury Meeting step of the End Phase, increase the Upkeep Cost by 1D6 MG.

Jack in the Bush

Disaster Trap

Level 4

Placement Room

Activation Automatic

Disarm Warfare / 9

Whenever a character Searches this room, they make a Quest / 11 check. If it fails, they take 1D6 points of damage. If someone attempts to Gather Information on the room this Trap is placed in during the Kingdom Phase, regardless of whether the Command Check succeeds or not, reduce their Followers by 1D6.

Image Trampling

Disaster Trap

Level 4

Placement Event

Activation Discovery

Disarm Wit / 11

This Trap may be placed on a picture, letter, sign, or other similar object. A character who activates this trap must choose wither to reduce the Voices of the People by 1D6, or reduce their HP by 2D6.

Reset Switch

Disaster Trap

Level 5

Placement Room

Activation Undiscovered

Disarm Discovery

Return all of the defeated Monsters and Disarmed Traps on this map to the state they were in at the beginning of the scenario.

Melodrama

Disaster Trap

Level 6

Placement Event

Activation Touch

Disarm Charisma / 12

This Trap may be placed on music or a sight with a positive atmosphere. When this Trap activates, the character that touched it makes a Quest / 11 check. If it fails, they choose the character towards they have the highest Relationship Score. Switch their Affection and Hostility Scores towards that character. A character who has been affected by this Trap cannot be affected by it again for the rest of the game.

Movement Traps

Movement Trap Table

Roll	Result	Roll	Result	Roll	Result
11	Lock	23	Illusion Road	36	Gate Keeper
12	Lock	24	Narrow Road	44	Lock
13	Moving Floor	25	Labyrinth	45	Flame Road
14	Crossover	26	Teleporter	46	Toll Through
15	Gradient	33	Lock	55	Lock
16	Signal	34	Black Spot	56	Corridor
22	Lock	35	Warder	66	Lock

Lock

Movement Trap

Level 1-5

Placement Corridor

Activation Automatic

Disarm Quest / 9 + Trap Level

Until this Trap is Disarmed, the Court may not use this Corridor.

Moving Floor

Movement Trap

Level 1

Placement Corridor

Activation Automatic

Disarm Impossible

The Corridor that this Trap is placed in may only be used to travel in the direction indicated by the arrow.

Crossover

Movement Trap

Level 1

Placement Corridor

Activation Passage

Disarm Impossible

One additional Quarter passes.

Gradient

Movement Trap

Level 1

Placement Corridor

Activation Passage

Disarm Impossible

When this Trap is placed, choose which side is the taller one. When traveling from the shorter side to the taller one, an additional Quarter passes.

Signal

Movement Trap

Level 2

Placement Corridor

Activation Passage

Disarm Quest / 12

When traveling through this Corridor, if the number of Quarters that have passed is even, you return to

the room you started in.

Illusion Road

Movement Trap

Level 2

Placement Corridor

Activation Passage

Disarm Impossible

Choose a room when you place this Trap. If this Trap has not been discovered, when traveling through that Corridor, you move to the chosen room. After this Trap has been discovered, you learn which room it actually leads to.

Narrow Road

Movement Trap

Level 2

Placement Corridor

Activation Passage

Disarm Impossible

An additional number of Quarters equal to [Total Followers in the Court x 1/10] passes.

Labyrinth

Movement Trap

Level 3

Placement Corridor

Activation Passage

Disarm Discovery

1D6 Quarters pass.

Teleporter

Movement Trap

Level 3

Placement Event

Activation Undiscovered

Disarm Discovery

This Trap may be placed on a door, a vehicle, or other object related to movement. The GM chooses a room. Move the entire Court to that room.

Black Spot

Movement Trap

Level 3

Placement Corridor

Activation Passage

Disarm Impossible

Each member of the Court makes a Quest / 9 check. Each character who fails must make the check again. A number of Quarters pass equal to the largest number of times any character had to reroll.

Warder

Movement Trap

Level 4

Placement Event

Activation Automatic

Disarm Impossible

This room cannot be moved into or out of using any method other than Corridors that are described in the scenario.

Gate Keeper

Movement Trap

Level 5

Placement Corridor

Activation Passage

Disarm Impossible

When this Trap is set, choose any number of Monsters that were described by the scenario. When this Trap activates, those Monsters appear and make a Surprise Attack. When this Trap is discovered, you learn the name and number of those Monsters, and it is not treated as a Surprise Attack when they appear.

Flame Road

Movement Trap

Level 5

Placement Corridor

Activation Passage

Disarm Impossible

Each member of the Court takes 1D6 points of damage when traveling through this Corridor.

Toll Through

Movement Trap

Level 6

Placement Corridor

Activation Passage

Disarm Impossible

Whenever you travel through this Corridor, during the End Phase, increase the Upkeep Cost by 1D6 MG.

Infinite Corridor

Movement Trap

Level 7

Placement Corridor

Activation Passage

Disarm Impossible

The Corridor that this Trap is placed in looks like a normal Corridor, but has no end. When traveling through this Corridor, each member of the Court makes a Wit / 11 check. If anybody succeeds, they return to the original room, and each character that succeeded increase their Hostility Score towards each character that failed by 1 point. If everybody fails, one additional Quarter passes, and each member of the Court makes another Wit / 11 check until somebody succeeds.

Combat Traps

Combat Trap Table					
Roll	Result	Roll	Result	Roll	Result
11	Eclipse	23	Seal	36	Despair
12	Eclipse	24	Bottomless Swamp	44	Eclipse
13	Duel Room	25	Slip Floor	45	Spellbound
14	Tornado	26	Stop Sign	46	Gray Rose
15	Thorn	33	Eclipse	55	Eclipse
16	Falling Rock	34	Minefield	56	Limit Over

Combat Trap Table

Roll	Result	Roll	Result	Roll	Result
22	Eclipse	35	Waterhole	66	Eclipse

Eclipse

Combat Trap

Level 1

Placement Area

Activation Automatic

Disarm See Below

You may place this Trap in an Area of your choice. Attacks with ranged weapons may not be made against the Area this Trap is placed in, or any Area in front of it. If anybody chooses and destroys a Star Fragment in the Area this Trap is placed in, this Trap is disarmed. Treat disposing a Star Fragment as an Assist Action.

Duel Room

Combat Trap

Level 1

Placement Area

Activation Automatic

Disarm Impossible

You may place this Trap in an Area of your choice. Only one character from each side may enter the Area this Trap is placed in.

Tornado

Combat Trap

Level 1

Placement Area

Activation Automatic

Disarm Impossible

You may place this Trap in an Area of your choice. Whenever a character enters the Area this Trap is placed in, they make a Quest / 10 check. If it fails, that character rolls 1D6. They move to the following Area: 1-Enemy Encampment; 2-Enemy Rearguard; 3-Enemy Vanguard; 4-Allied Vanguard; 5-Allied Rearguard; 6-Allied Encampment.

Thorn

Combat Trap

Level 2

Placement Area

Activation Automatic

Disarm Impossible

You may place this Trap in an Area of your choice. Whenever a character enters the Area this Trap is placed in, they make a Quest / 10 check. If it fails, that character gains the Sleep Bad Status.

Falling Rock

Combat Trap

Level 2

Placement Area

Activation Automatic

Disarm Impossible

You may place this Trap in an Area of your choice. Whenever a character enters the Area this Trap is placed in, they make a Quest / 10 check. If it fails, that character takes 1D6 points of damage.

Seal

Combat Trap

Level 3

Placement Area

Activation Automatic

Disarm Impossible

You may place this Trap in an Area of your choice. A character in the Area this Trap is placed in cannot use Assist or Interrupt Skills.

Bottomless Swamp

Combat Trap

Level 3

Placement Area

Activation Automatic

Disarm Impossible

You may place this Trap in an Area of your choice. Whenever a character attempts to move out of the Area this Trap is placed in, they make a Quest / 10 check. If it fails, they cannot move out of that Area. Each character in that Area takes 1 point of damage at the end of the Round.

Slip Floor

Combat Trap

Level 3

Placement Area

Activation Automatic

Disarm Impossible

You may place this Trap in an Area of your choice. Whenever a character makes a check in this Area, if both of the dice used for the result are doubles other than 6's, it is a critical failure.

Stop Sign

Combat Trap

Level 3

Placement Area

Activation Automatic

Disarm Impossible

You may place this Trap in an Area of your choice. Whenever a character enters this Area, they must end their movement. Any character in this Area may not make any special movements as a result of a Skill or Item.

Minefield

Combat Trap

Level 4

Placement Area

Activation Automatic

Disarm Impossible

You may place this Trap in an Area of your choice. Whenever a character enters this Area, they make a Quest / 10 check. If it fails, each character in that Area takes 2D6 points of damage.

Waterhole

Combat Trap

Level 5

Placement Area

Activation Automatic

Disarm Impossible

You may place this Trap in an Area of your choice. Any character in this Area besides a Deep One

reduces their Defense by 2 points.

Despair

Combat Trap

Level 5

Placement Area

Activation Automatic

Disarm Impossible

You may place this Trap in an Area of your choice. Each character in this Area reduces their Drive by 1 point at the end of the round. If they cannot reduce their Drive, reduce the Voices of the People by [The Number of Characters Who Cannot Reduce Their Drive] points.

Spellbound

Combat Trap

Level 6

Placement Area

Activation Automatic

Disarm Impossible

You may place this Trap in an Area of your choice. Increase the Damage of each character in this Area by 1D6 points.

Gray Rose

Combat Trap

Level 7

Placement Area

Activation Automatic

Disarm Impossible

You may place this Trap in an Area of your choice. Characters in this Area may not use the effect of any Special Relationship or Cooperative Check.

Limit Over

Combat Trap

Level 8

Placement Area

Activation Automatic

Disarm Impossible

You may place this Trap in an Area of your choice. At the end of the Round, the controller of each character in that Area rolls 1D6. The player who rolled highest chooses 1 character they control, and they become Free To Act. The rest of the characters remain Exhausted.

Bases

Bases

Bases are special installations that can be constructed by monsters or enemy kingdoms on a scenario's map. In Make You Kingdom, it is normal for the Landmakers to go on adventures and press forward into the dungeon. In those situations, the GM and the monsters in the dungeon must go on the defensive. However, using a Base, the side controlled by the GM can cause various events to occur.

Placing Bases

The GM may place Bases when constructing the scenario.

Choose a Base from the list and place it on the map. However, the total level of Bases cannot exceed the average level of the Court. There are two ways of placing Bases.

Room

A Base with the Installation type of "Room" may be placed in any room of your choice. However, you may not place any more Bases in that room.

Addition

A Base with the Installation type of "Addition" may be placed in any room of your choice. You may place up to 1 Base with the type of "Addition" in a room that already contains another Base.

Base Setup

When using Bases, the GM must prepare a copy of the information for each Base. When the Dungeon Phase starts, place the copy of that Base's information on the table, face down, where everyone can see it. The players may not look at the face down side, but you may look at it whenever you wish.

Turn the copy face up whenever one of the following occurs:

- Whenever the number of Traps in that Base's room becomes known.
- Whenever the Court moves into that Base's room.
- Whenever the GM uses that Base's effect.

Production Capacity

In order to use a Base, that Base must accumulate points known as "Production Capacity." Production Capacity represents the war materiel that enemy forces or monsters have stored in that Base.

For each Quarter that passes, the GM receives 1 Production Capacity. Take a Hope Counter and place it on any Base of your choice. Treat each Hope Counter on a Base as 1 Production Capacity.

Using Bases

In order to use a Base, you must spend a number of Production Capacity placed on that Base equal to its Activation Cost. Then, turn that Base face up, and it produces its effect. Bases are divided into different types based on which timing they use.

Permanent

May be used whenever you wish. After using it, the effect persists until it is destroyed, or the Dungeon Phase ends.

Plan

May be used at the end of a Quarter. As long as you pay the Activation Cost, it may be used as many times as you wish.

Assist

May be used whenever you wish. As long as you pay the Activation Cost, it may be used as many times as you wish. However, you may only use a Base with the same name once per cycle.

Interrupt

May be used to Interrupt whenever the conditions listed are met. As long as you pay the Activation Cost, it may be used as many times as you wish. However, you may only use a Base with the same name once per cycle.

Increasing Production Capacity

You may increase the Production Capacity in any of the following situations.

Return Penalty

If the PCs return to the Kingdom during the game, and choose to retry the scenario, the GM receives 2D6 Production Capacity.

Supplemental Production Capacity

If the Base's effect lists a Supplemental Production Capacity, you receive the amount of Production Capacity listed for each Quarter that passes.

Using Production Capacity

The GM may use Production Capacity for monsters in the same manner as Voices of the People. If they become the target of an effect that reduces the Voices of the People, remove that many Production Capacity from any Base.

Attacking Bases

Whenever the Court is in a room with a Base, they may attack that Base. If a Base receives enough damage to reduce its HP to 0 or less, it is destroyed. It may be attacked either during combat, or during the Camp step.

Attacking During Combat

During combat, treat the Base as the Enemy Encampment. In order to attack a Base, just as you would another character, it must be within range of your weapon. A Base's Defense is equal to [7 + Base Level].

Attacking During the Camp Step

Treat attacking a Base during the Camp step as a Plan Action. Attacking a Base during the Camp step also requires an Attack check. However, any character that is in the same room as the Base may attack it, regardless of their weapon's range. The difficulty of the check is equal to [7 + Base Level].

Rewards

If the Court makes a map with an undestroyed Base part of its territory, they may receive a reward. Choose 1 Facility listed in the Reward section of the Base's description. You may build that Facility in the room the Base is located in. If a room contains multiple Bases, you may not build more than one Facility in that room unless one of those Facilities has an Installation type of Addition.

War Machines

A War Machine is a special kind of Base constructed using the special skills of HAGLMA, the Heavens, the Pits, etc... A War Machine may move during the game. Whenever you gain Production Capacity, declare that the Base is moving. Spend 1 Production Capacity. Move that Base from its current room to any room connected to that one by a corridor.

Notice to the GM

Using the Base rules, the GM can take a more proactive role in combat. However, compared to the basic rules, the rules for Bases are more complex. The GM may wish to not use the rules for Bases until he has played Make You Kingdom a few times.

Scenario Movement

Make You Kingdom is designed so that NPCs and Monsters may not act freely in the dungeon. They may only act (within the limits of the rules) after the PCs encounter them. This is done so to lower the burden of work on the GM, so that he can focus on describing the dungeon and roleplaying the NPCs.

However, as you become more accustomed to GMing, you may wish to come up with your own strategies and actions for the monsters, similar to those of the PCs. The rules for bases were designed with the feelings of that kind of GM in mind.

Scenario Movement is an optional rule that was designed with the concept of bases rules in mind. These are pseudo-base construction rules for special scenarios. The GM may use these rules to alter the situation from moment to moment.

Determining Scenario Movement

The GM may determine the NPCs' actions after each Quarter has passed. This is called Scenario Movement. You should restrict the availability of this action to a single NPC. That NPC can take the following actions. The GM may feel free to create other types of actions using these as a guide.

Movement

If the GM wishes, NPCs may move from their current room to another room connected to it by a corridor. The GM does not have to declare where they are moving. You may wish to use this in a scenario where the PCs are searching for someone, or where they are being pursued by a group of enemies. The PCs could infer the location of the NPC from the people they encounter and interact with.

If that NPC has allied monsters in another room, or has access to summoning magic, he may be able to move through multiple rooms at once.

Violence

If the GM wishes, an NPC may attack other characters in the same room. For example, he might deal 1D6 points of damage to an important hostage each cycle, or an enemy force that appeared in the Kingdom might kill 1D6 Citizens each cycle. There are also many monsters in the Endless Dungeon that are essentially anthropomorphized natural disasters. A Typhoon's storm or a Termite Lord's plague might destroy the Facilities of the Kingdom.

This kind of Scenario Movement might be used to give the PCs a time limit in order to make them rush towards the NPC's base. However, if you don't show restraint, it may put undue stress on them. When using this Scenario Movement, you may wish to give the PCs the chance to prevent the damage by making a Kingdom Attribute check, or change the frequency it occurs to once every 2-4 Quarters.

Influence the Kingdom

If the GM wishes, an NPC may attempt to influence the actions of the Kingdom's citizens. For example, he may pressure the local merchants into bringing economic sanctions against the Kingdom in order to reduce their treasury, or sow unrest to decrease the Voices of the People.

It may be necessary to restrict the extent of these kinds of actions in a manner similar to Violence.

Change the Environment

If the GM wishes, an NPC may use a magic ritual or some kind of special experiment to alter the

environment. He might create a giant dungeon wave in order to move the PC's Kingdom, or maybe destroy a room in order to prevent his own kingdom from being overrun with rats. Perhaps he is summoning an evil demon, or other similar typical situations.

Scene

Even if it has no direct effect on the game, the GM can describe the actions of that NPC that happen simultaneously to the events of the game. This is known as inconsequential Scenario Movement. Although it's not something you will use often, when used appropriately it can create a sense of realism, and change the way that the players view the actions of the PCs and NPCs.

Bases

Base Table	
Roll	Result
2	Launching Pad
3	Frontline Base
4	Graveyard
5	Nest
6	Fort
7	Fort
8	Fort
9	Factory
10	Supply Line
11	Control Room
12	Classified Weapons

Fort

Base
Level 1
Type Permanent
HP 30
Activation Cost 1
Installation Addition
Reward Citadel

Until this Base is destroyed, no other Allied Base in this room can take damage. Any monsters in the Allied Encampment cannot be attacked.

Factory

Base
Level 1
Type Assist
HP 10
Activation Cost See Below
Installation Room
Reward Blacksmith, Staple: Iron

Choose an Arms Item or Recovery Item. If you spend a number of Production Capacity equal to that item's Cost, you may equip each monster of a single type on this map with one of that item.

Nest

Base
Level 2

Type	Permanent
HP	20
Activation Cost	2
Installation	Room
Reward	Mixed Area, Ranch

Supplemental Production Capacity: 1

Whenever a monster in the same room as this Base makes an action check, they may roll one additional die, and choose two of the dice rolled to calculate the result.

Graveyard

Base	
Level	2
Type	Plan
HP	20
Activation Cost	See Below
Installation	Room
Reward	Execution Ground

Choose a monster that died during this session. If you spend a number of Production Capacity equal to that monster's Level, you may place that monster in a room of your choice. That monster has the "Public Enemy" and "Undying Body" skills.

Supply Line

Base	
Level	3
Type	Assist
HP	15
Activation Cost	See Below
Installation	Room
Reward	Depot

Choose any number and any type of monster. If you spend a number of Production Capacity equal to those monsters' total Levels, you may place those monsters in whichever rooms you choose. At the end of each Quarter, you may move any number of this Base's Production Capacity to another Base of your choice.

Frontline Base

Base	
Level	3
Type	Plan
HP	25
Activation Cost	3
Installation	Room
Reward	Piazza

Choose either the Court or the Kingdom. If you chose the Court, each member of the Court makes a Warfare check with a difficulty equal to [13 - The Shortest Number of Rooms Between Their Current Room and the Base]. Each character that fails takes 1D6 points of damage. If you chose the Kingdom, the representative of the Court makes a Military Level check with a difficulty equal to [15 - The Number of Territories Between Here and the Kingdom]. If it fails, reduce the number of Citizens in the Kingdom by 2D6.

Control Room

Base	
Level	3
Type	Interrupt
HP	10

Activation Cost	3
Installation	Room
Reward	Observatory

Choose an Exhausted Allied character. That character becomes Free to Act.

Launching Pad

Base	
Level	4
Type	Interrupt
HP	15
Activation Cost	6
Installation	Addition
Reward	Staple: Gunpowder

You may use this Base to Interrupt during Combat, before the dice are rolled for a Strategy Check. Choose an Area. At the end of the round, deal 5D6 points of damage to each character in that Area.

Classified Weapons

Base/War Machine	
Level	4
Type	Permanent
HP	50
Activation Cost	2
Installation	Room
Reward	None

For each cycle that passes in this room, each character on the Enemy Side must make a Warfare / 10 check. Each character that fails takes 2D6 points of damage, and has 1D6 Followers return to the Kingdom.

Monsters

Monsters

Monsters are all of the numerous inhabitants of the Endless Dungeon that you will find during the game. A large number of them are dangerous, viewing humanity as food or slaves. During the game, they will be controlled by the GM, and play the role of adversaries to the PCs.

The GM has to control many Monsters at the same time. To that end, their stats are condensed compared to a normal character, and they have some stats that normal characters do not. When controlling Monsters, refer to the following rules specifically for Monsters.

Monster Ability Scores

Monsters do not have set Ability Scores outside of Warfare. When it becomes necessary for a Monster to use Wit, Charisma, or Quest, use the following numbers.

Monster Ability Scores	
Monster Level	Ability Score
1-9	Level
10-14	10
15-19	11
20-24	12
25-29	13
30+	14

Hope

Monsters cannot gain Hope from Action Checks. This makes it difficult for them to utilize Skills that use Hope. However, instead of 1 point of Hope, they can reduce their HP by 1D6 to produce the same effect. They can do this a number of times up to their Wit Score (see the previous section for determining Monsters' Ability Scores). They cannot spend Hope to increase their Damage.

Keep in mind that Monsters are not completely barred from gaining Hope. They can still gain Hope from Skills or Items.

Attacks and Star Fragments

When a Monster makes an attack, instead of a weapon, they use their own Range and Damage scores. These numbers represent the fact that the Monster is already equipped with items.

When a Skill or other effect refers to a weapon, treat an attack against a target 0-1 spaces away as a melee weapon, and an attack against a target 2 or more spaces away as a ranged weapon.

Monsters are adapted to life in the Dungeon. Therefore, they may make attacks with ranged weapons outside the area of effect of a Star Fragment. When they use the Skills "Starlight," "Asterism," or "Star Wars," treat their body as a Star Fragment.

Monster Personalities

Monsters have set Personalities. During Combat, the GM controls Monsters according to the following restrictions.

Foolish

Movement Restrictions: If there are no characters from the Enemy Side in range, they must move towards the enemy. They may use special movements freely.

Attack Restrictions: Choose an enemy character within range at random to attack.

Other Restrictions: None

Steady

Movement Restrictions: None

Attack Restrictions: Of all the characters from the Enemy Side in range, target the one with the lowest HP. If multiple characters have the same HP, target the one with the lowest Defense.

Other Restrictions: None

Strange

Movement Restrictions: None

Attack Restrictions: None

Other Restrictions: Cannot make the same action two Rounds in a row. If a Skill or Item is used as a Support Action, choose another Skill or Action to use.

Cunning

Movement Restrictions: None

Attack Restrictions: None

Other Restrictions: None

Monster Equipment

With the exception of one group, Monsters cannot equip Items. However, if the GM wishes, he may allow Monsters to equip Items. In this case, Human Type Monsters can equip 3 Items, while all other Monsters can equip 2.

For each Common Item a Monster is equipped with, for purposes of the limits on placing Monsters in rooms, treat that Monster as being one Level higher. For each Rare Item a Monster is equipped with, for purposes of the limits on placing Monsters in rooms, treat that Monster as being three Levels higher.

Arms Items

When a Monster is equipped with an Arms Item, when they make an attack, you must declare if they are using their own Range and Damage, or that of the Arms Item.

Monster Relationships

Monsters can have Affection and Hostility Scores towards various characters, just as PCs can. They may also have Special Relationships, and perform Cooperative Checks.

When a Monster has a Relationship Score, for each 2 points, for purposes of the limits on placing Monsters in rooms, treat that Monster as being one Level higher.

Monster Gender

Sometimes, it may be necessary to determine the gender of a Monster. If it is not set by the scenario, the GM may decide a Monster's gender freely. If possible, you may wish to determine their gender based on the art or flavor text.

Monster Citizens

There are special rules used for Monster Citizens. They are listed below.

PCs

Monster Citizens are recorded in the Monster Citizen section. When they are taken into the Dungeon as Followers, handle them separately from regular Citizens. When an effect reduces a character's number of Followers, the controller of that effect chooses whether the Followers lost are regular Citizens or Monster Citizens.

GM

When skills such as "Download" or "Alias" would be used in a scenario, it is necessary to determine which Monster Citizens are available.

Generally, you may treat any monster placed on a map used in the scenario who has not died as a Monster Citizen. If you have not met the maximum placement limit for the map's ruler, you may also have Monster Citizens that aren't placed on the map. You may add Monster Citizens up to the total level of monsters that may be placed in the Ruler's room. Treat those Monster Citizens as being half their usual level for purposes of calculating the total levels.

Outside of the "Alias" and "Download" skills, or when they are mentioned in a scenario, there are no Monster Citizens on a map.

Monsters and Voices of the People

Monsters, Important PCs, and other characters controlled by the GM, do not have Voices of the People. Whenever a Monster or Important NPC must reduce the Voices of the People, nothing happens.

However, when using Bases, when a Monster becomes the target of an effect that would Reduce the Voices of the People, reduce their Production Capacity instead.

Handling Monsters' Statistics

Generally, the game runs more smoothly when Monster's statistics are made visible. However, in each scenario, the GM may keep hidden the data of Monsters in a number of Encounters up to the number of people in the Court. These are called Unknown Monsters.

When encountering Unknown Monsters, during Combat, the GM may forbid the players from viewing those Monsters' stats or Monster Cards.

Reinforcements

When placing Monsters, you do not have to place all of them right away. From the monsters chosen up to the limit that may be placed in that room, any number may be designated as reinforcements.

Reinforcements may be placed in their Allied Encampment at the end of each Round. However, when being placed as reinforcements, you may only place 10 Monsters of any one type on the Battlefield. If the placed reinforcements would bring the number of that type of Monster to 10 or more, you may only place enough so that the total would be 9 or less. If all of the Monsters on the Battlefield are defeated before reinforcements can be placed, the reinforcements may be placed in another room.

Fleeing

Monsters can flee before the entire Court is able to assemble. If they succeed at fleeing, you may remove any number of characters in the Encampment from Combat. The removed characters may be placed in another room.

Monster Skills

Each monster has their own special skills, magical abilities, or natural traits. These are known collectively as Monster Skills. Generally, Monster Skills may only be used by monsters. Occasionally, however, there are Landmakers who may use these skills. Whenever a Landmaker uses a Monster Skill, use the following rule.

PCs Using Monster Skills

Using the "Download" skill, the "Mixed Area" facility, and others, PCs may become able to use Monster Skills. However, whenever a PC uses a Monster Skill, if they do not spend 1 Hope when they declare the use of the skill, it has no effect. If that skill is a Permanent skill, its effect only lasts until the end of that cycle.

General Monster Skills

There are numerous monster skills that vary from monster to monster. However, there are certain skill, General Monster Skills, that can be learned by many different kinds of monsters.

They are explained below.

Public Enemy

Type	Permanent
Target	Self
Check	None

This is a special Skill whose effect cannot be prevented, and which takes precedence over any other rules. A Monster that knows this Skill cannot become a Monster Citizen. PCs cannot learn any Monster Skills known by a Monster who knows this Skill.

Command XX

Type	Permanent
Target	Allied Side
Check	None

This Skill has a special effect on Monsters of a certain type during Combat. All other characters belonging to the category XX on the allied side increase their Warfare by 1 point, and their Damage by 2 point. If any of the dice they roll for an Attack Check equal 11 or greater, it is a critical success. This effect is not cumulative.

Flanking

Type	Permanent
Target	Self
Check	None

If there is another character on the Allied Side with Flanking in the same Area as you, increase the result of your Attack Checks and your Damage by 1 point. This effect is not cumulative.

Crowd

Type	Permanent
Target	Self
Check	None

During Combat, for each other Monster with the same name as you in the same Area as you, you may roll 1 extra die on Attack Checks (the maximum number of dice which may be rolled is equal to [Monster Level + 1]).

Schemer

Type	Permanent
Target	Self
Check	None

Increase the difficulty of the Enemy Side's Strategy Check by 3 points. This effect is not cumulative.

Cortex

Type	Permanent
Target	Self
Check	None

When you take damage, if that damage is less than or equal to [10 + Your Level], that damage is halved.

Mailed

Type	Permanent
Target	Self
Check	None

When you take damage, decrease that damage by [Your Level x 1/5] points (this cannot decrease the damage below 1).

Flying

Type	Permanent
Target	Self
Check	None

Other characters who do not know Flying cannot Obstruct your Advance. A character who knows this skill cannot be the target of a Combat Trap.

Trot

Type	Permanent
Target	Self
Check	None

During Combat, you may move two spaces with a regular move action.

Hope Eater

Type	Permanent
Target	See Below
Check	None

Whenever a character on the Battlefield spends Hope, if they do not spend 1 additional point of Hope, it has no effect. This effect is not cumulative.

Drain

Type	Permanent
Target	Self
Check	None

Whenever you make a successful attack, recover 1 HP.

Poison Blow

Type	Permanent
Target	Self
Check	None

Whenever you make a successful attack, the character you dealt damage to makes a Warfare / 10 check. If it fails, they gain the Poison Bad Status.

Demonic Blow

Type	Permanent
Target	Self
Check	None

Whenever you make a successful attack, the character you dealt damage to makes a Warfare / 10 check. If it fails, reduce their Followers by 1D6.

Penetration

Type	Permanent
Target	Self
Check	None

When you make a successful attack, you may make an attack against a character one Area behind the character you attacked.

Incarnation

Type	Permanent
Target	Self

Check None

At the start of the game, you receive a number of Followers equal to your Level.

Swarm Attack

Type Support
Target See Below
Check None

During Combat, choose an Area, and reduce your Followers by an amount of your choice. Deal [Number of Followers Reduced x 1/5] damage to each character in that Area.

Anabasis

Type Support
Target See Below
Check None

You may use this Skill during Combat. Choose any number of characters on the Allied Side. Move those characters forward 1 space. They cannot move forward if their Advance is Obstructed.

Dazzle

Type Support
Target See Below
Check None

During Combat, choose an Area. Each character in that Area makes a Quest Check with a difficulty equal to [Your Charisma + 5]. Each character that fails reduces the Range of their attacks by 1 (it cannot be reduced below 0). This effect lasts for the rest of Combat, and is not cumulative.

Demoralize

Type Support
Target See Below
Check None

During Combat, choose an Area. Each character in that Area makes a Wit Check with a difficulty equal to [Your Charisma + 5]. Each character that fails gains the Disoriented Bad Status.

Sleep Cloud

Type Support
Target See Below
Check None

During Combat, choose an Area. Each character in that Area makes a Charisma Check with a difficulty equal to [Your Charisma + 5]. Each character that fails gains the Sleep Bad Status.

Charm

Type Support
Target Individual
Check None

During Combat, choose a character in the same Area as you. That character makes a Wit Check with a difficulty equal to [Your Charisma + 5]. If it fails, you immediately take control of that character and resolve a Move and Action, regardless of whether they are Free or Act or Exhausted. You may not use Drive or Voices of the People. When that character is done acting, they become Exhausted.

Breath

Type Support
Target See Below
Check None

During Combat, choose an Area up to two spaces away from the Area you are in. Each character in that

Area makes a Quest / 9 check. Each character that succeeds takes [Your Level x 1/2] damage. Each character that fails takes [Your Level] damage.

Area Attack

Type	Assist
Target	Self
Check	None

You may use this Skill whenever you make an attack against a target in the same Area as you. Make an Attack Check with your Warfare reduced by 2 points. Each character in that Area whose Defense is less than or equal to the result of your Attack Check is hit by your attack.

Incognito

Type	Interrupt
Target	Self
Check	None

You may use this Skill as an Interrupt Action whenever more than one character becomes the target of an attack or takes damage. You may remove yourself from the target of that attack or damage dealing effect.

Swarm Defense

Type	Interrupt
Target	Individual
Check	None

You may use this Skill as an Interrupt Action whenever somebody takes damage. Reduce your followers by an amount of your choice. Reduce the damage taken by the same amount.

The Ruler

The statistics of monsters collected in this book represent a typical example of that type of monster. However, the dungeonification that occurs in the Endless Dungeon can create individuals with different abilities. Rulers, transformed directly by the kernel, can have numerous special abilities.

The following rules explain how to use maps' Rulers.

Increasing Stats

Rulers transformed by the kernel have Ability Scores that are stronger than typical monsters. You may alter their stats in the following ways.

Warfare

The GM may increase a Ruler's Warfare. For each point you increase their Warfare, treat them as being one level higher for purposes of the limits on placing monsters.

Range

The GM may increase a Ruler's Range. For each point you increase their Range, treat them as being two levels higher for purposes of the limits on placing monsters.

Damage

The GM may increase a Ruler's Damage. For each 1D6 you increase their Damage, treat them as being one level higher for purposes of the limits on placing monsters.

Defense

The GM may increase a Ruler's Defense. For each point you increase their Defense, treat them as being one level higher for purposes of the limits on placing monsters.

HP

The GM may increase a Ruler's Maximum HP. For each [Monster Level x 5] points you increase their Maximum HP, treat them as being two levels higher for purposes of the limits on placing monsters.

Ruler Skills

The GM may give the following Skills to Rulers whose Level is equal to or greater the Level listed. For each of the following skills they learn, treat them as being three levels higher for purposes of the limits on placing monsters.

Terror (Level 3)

Type	Permanent
Target	Court
Check	None

When encountering this Monster, each member of the Court makes a Wit or Charisma Check with a difficulty equal to [Monster Level + 5]. Each character who fails has 2D6 Followers return to the Kingdom.

Asura (Level 4)

Type	Support
Target	Self
Check	None

You may use this Skill during Combat. Choose any number of characters within your range up to [Level x 1/5]. You may make an attack against each of those characters.

Dungeon Hazard (Level 5)

Type	Permanent
Target	See Below
Check	None

When Combat starts, choose up to three Areas. You may place a Combat Trap with a Level less than or equal to your own in each of those Areas. No Combat Traps with a Level less than these Traps' Levels may be placed in those Areas.

Plague (Level 6)

Type	Permanent
Target	Kingdom
Check	None

You may use this Skill during Combat. At the end of each Round, the representative of the Court makes a Lifestyle Level Check with a difficulty equal to [9 + The Number of Rounds Passed]. If it fails, reduce the number of Citizens by 1D6.

Black Sabbath (Level 7)

Type	Permanent
Target	Individual
Check	None

At the start of Combat, choose a character who appeared during that game. Place that character in the same Area as you. Whenever you are hit by an attack, roll a die. If it is odd, the attack hits you; if it is even, the attack hits the chosen character (if that character is an Extra, they are killed if they are hit).

Baptism of Nightmare (Level 8)

Type	Support
Target	Individual
Check	None

You may use this Skill during Combat. Choose a character. Turn 1D6 of that character's Followers into

Monsters of the same category as you that are Level 3 or lower. Place those Monsters in the same Area as the chosen character. This effect lasts until you die.

Pandemonium (Level 9)

Type	Support
Target	See Below
Check	None

Choose a room. Place a Base in that room. This effect may only be used once per game.

Awaken (Level 10)

Type	Interrupt
Target	Self
Check	None

You may use this Skill as an Interrupt Action whenever your HP becomes 0 or less. Recover all your HP, and change your stats to that of a Monster up to 3 Levels higher than you. You lose this Skill when you change your stats.

Asylum (Level 11)

Type	Permanent
Target	-
Check	None

At the start of Combat, choose a character. Remove all characters besides that character from the Battlefield. In order to participate in Combat, the removed characters may, starting next round, either roll on the Arrival Table, or succeed on a Wit Check with a difficulty equal to [Your Level + 5]. If they succeed on the Wit Check, they are placed in their side's Encampment.

Purgatory (Level 12)

Type	Permanent
Target	See Below
Check	None

You may use this Skill during Combat. At the end of the Round, each member of the Court makes a Warfare / 9 check. Each character that fails reduces their Followers by 1D6.

Rulers' Weak Points

The GM may also express a Ruler's unique nature by giving them a weak point. Giving a monster a weak point decreases their level.

There are two advantages to using weak points. The first is that it allows you to use a higher level monster. You may want to use a powerful monster and try out different kinds of combat techniques, but the Court's Level is too low, and you can't use them.

The second advantage is that it allows more variety in the scenario. Introducing a weak point increases the number of ways the Ruler can be defeated. Instead of simply resorting to fighting, you can make the adventure more interesting by having to explore the dungeon for information about the Ruler's weakness, or enlisting someone else's help.

Weak Points

The GM may give a Ruler the following types of weak points. Each weak point a monster has will decrease its Level for purposes of placing monsters in rooms by its Level Modifier. When using a monster with a weak point, the GM should prepare events or encounters during the Prologue or in the map itself that provide information as to the monster's weak point.

Nemesis

A Ruler with a nemesis is weakened by a certain kind of object or person. You can use the following kinds of nemeses, or create your own.

Karma

The monster has a connection to someone from a past life. Choose one member of the Court, and that character becomes the monster's nemesis. Whenever the monster takes damage from its nemesis, increase that damage by 1D6 points.

Level Adjustment 2

Relationship

The monster has a deep relationship with an NPC. In the presence of that NPC, they recoil from their monstrous nature. When their nemesis appears on the battlefield, the monster gains the Cursed bad status.

Level Adjustment 2

Poison

There is something that is poisonous to the monster. Determine what that object is using the Weaknesses Table. Whenever the monster takes damage from its nemesis, or from a character carrying it, increase that damage by 1D6 points. More than one thing may be poisonous to a monster.

Level Adjustment 2 + Number of Poisons

Anathema

There is something that the monster cannot come into contact with. Determine what that object is using the Weaknesses Table. Whenever the monster attacks, they will avoid their nemesis or any PC carrying it (if they are Foolish, then they will move away from the target), and will only attack if there are no non-Anathema characters within range. However, each time they attack, reduce their HP by 2D6.

Level Adjustment 5

Core

A monster with this weak point has their core hidden in a different place. If found and destroyed, it will weaken the monster. How their core may be destroyed is up to the GM. However, it must be something that is within the power of the Court. A monster's core might be hidden inside a cherished or despised person or place that they care about. You can use the following kinds of cores, or create your own.

Memory Core

A core formed from the monster's mind or emotions. If it is destroyed, the monster cannot use any of its skills.

Level Adjustment 3

Soul Core

A core that holds the monster's essence. If it is destroyed, halve the monster's HP.

Level Adjustment 5

Split Core

The monster has several cores, and their power is divided up among several other monsters, usually between 2-7. If every core is destroyed, the Ruler makes a Quest check with a difficulty equal to [7 + Level]. If it succeeds, they take 6D6 points of damage. If it fails, they die.

Level Adjustment 6

Avatar

A monster with this weak point is just a shadow of their true form. In many cases, their real body exists in Heaven, the Pits, the Magic Realms, etc... and projects a fragment of itself into Ground Zero. They may be called Gods or Demons, and often do not deal with things directly because they are busy dealing with their worshipers. These fragments may not be as strong as the actual being, but they are

more than enough to pose a threat to weak Landmakers.

Celestial Body

The monster is just a shadow. Halve its HP.

Level Adjustment 4

Sealed

The monster is sealed away, and cannot use its full power. Choose 1-3 of that monster's skills, and it becomes unable to use them.

Level Adjustment 3 + Number of Sealed Skills

Time Limit

The monster can only interact with Ground Zero for a limited time. After combat starts, the monster will be defeated automatically after 1D6 + 4 rounds.

Level Adjustment 8

Weaknesses Table					
Roll	Result	Roll	Result	Roll	Result
11	Women (a specific sex)	23	Silver	36	Comics (a specific story)
12	Children (a specific age)	24	A strong star fragment	44	Mayonnaise (a specific food)
13	A specific relationship	25	Cats (a specific animal's cry)	45	A specific Common Item
14	A specific song	26	Insecticide (a specific chemical)	46	A specific Material
15	Alcohol	33	Virgins	55	A key
16	Tobacco (a specific smell)	34	Cross (a specific holy symbol)	56	An Affection Score towards you of 3+
22	Fairies (a specific race)	35	Dice (a specific game)	66	Someone who spills your blood

Ogre

Ogrekin

Ogre
Level 1
Warfare 1
Range 0
Damage 1D6
Defense 5
HP 1
Personality Foolish
Materials Fang
"Call Ally (Monster)" (Permanent) Whenever somebody who attacks you suffers a critical failure on their Attack Check, 1 Ogrekin appears in the Allied Side's Encampment.

Primal Ogrekin

Ogre
Level 2
Warfare 2
Range 0
Damage 3
Defense 9
HP 3

Personality Foolish

Materials Leather

"Hoick (Melee)"

"Ancestral Recall (Monster)" (Permanent) Any character in the same Area as you with the word "Ogrekin" in their name increases their Range by 1 point, and is treated as if they were a Fairy. This effect is not cumulative.

Red Cap

Ogre

Level 2

Warfare 2

Range 2

Damage 2

Defense 8

HP 2

Personality Strange

Materials Cloth

"Hoick (Melee)"

"Hit and Away (Dungeon)"

Ogrekin Shaman

Ogre

Level 3

Warfare 1

Range 3

Damage 1D6

Defense 8

HP 6

Personality Strange

Materials Reagent

"Shooting Star (Astrology)"

"Ogrekin Dance (Monster)" (Support) This Skill may be used during Combat. Make a Charisma Check with a difficulty equal to [The Number of Monsters on the Battlefield with "Ogrekin" in Their Name + 5]. If it is successful, you may place 1D6 Ogrekin in any Areas of your choice on the Allied Side.

Ogrekin Champion

Ogre

Level 3

Warfare 3

Range 0

Damage 1D6 + 1

Defense 11

HP 7

Personality Cunning

Materials Fang

"Schemer (Monster)"

"Flanking (Monster)"

"Hope of the Ogrekin (Monster)" (Permanent) This Skill takes effect during Combat. Change the Personality of all Ogrekin on the Allied Side to Cunning. All Ogrekin on the Allied Side learn the Monster Skill "Flanking."

Minotaur

Ogre

Level 4

Warfare 4
Range 1
Damage 4
Defense 9
HP 10
Personality Foolish
Materials Meat, Fang, Leather
"Area Attack (Monster)"
"Command Ogre (Monster)"
"Knock Back (Melee)"

Minotragos

Ogre
Level 4
Warfare 3
Range 1
Damage 1D6 + 1
Defense 11
HP 8
Personality Cunning
Materials Meat, Fang, Leather
"Knock Back (Melee)"
"Rush (Melee)"
"Lust (Monster)" (Permanent) Whenever you attack a female character, increase your Damage by 2 points.

Ogre

Ogre
Level 5
Warfare 4
Range 0
Damage 1D6
Defense 7
HP 20
Personality Strange
Materials Fang
"Knock Back (Melee)"
"Munch Munch (Monster)" (Support) Choose a Monster on the Allied Side in the same Area as you with a Level less than or equal to yours and remove it. For the rest of Combat, increase your Damage by 1D6. Recover 1D6 HP.

Ogrekin Cannon

Ogre
Level 5
Warfare 4
Range 4
Damage 2D6
Defense 7
HP 15
Personality Strange
Materials Gunpowder
"Ogrekin Bullet (Monster)" (Support) Choose a Monster on the Allied Side in the same Area as you with "Ogrekin" in their name and move that Monster forward up to 2 spaces. The HP of each character in that Area is halved.

Ogrekin Command Group

Ogre
Level 5
Warfare 1
Range 0
Damage 1D6
Defense 5
HP 25
Personality Strange
Materials Fang, Cloth
"Ogrekin Standard Bearer (Monster)" (Interrupt) You may use this Skill as an Interrupt Action whenever you wish. You become Exhausted. Increase the Defense of each character on the Allied Side with "Ogrekin" in their name by 1 point.
"Ogrekin Band (Monster)" (Support) Each character on the Allied Side with "Ogrekin" in their name increases their maximum HP by 1 point, and recovers 1 HP. This effect lasts for the rest of Combat.

Berserk Ogrekin

Ogre
Level 6
Warfare 6
Range 0
Damage 2D6 + 1
Defense 10
HP 12
Personality Foolish
Materials Fang
"Knock Back (Melee)"
"Berserk (Monster)" (Permanent) Whenever you attack, choose two characters in the same Area as you at random, and make an attack against each of the (if the same character is chosen twice, you attack that character twice).

Troll

Ogre
Level 7
Warfare 6
Range 0
Damage 2D6 + 1
Defense 7
HP 40
Personality Foolish
Materials Fang, Leather
"Public Enemy (Monster)"
"Area Attack (Monster)"
"Knock Back (Melee)"
"Dark Blessing (Monster)" (Permanent) You may use this Skill during Combat. At the end of the Round, if there are no characters in the same Area as you with an Item with "Star" in its name, you may recover 2D6 HP.

Hag

Ogre
Level 7
Range 2
Damage 2D6

Defense 13
HP 25
Personality Cunning
Materials Fang, Cloth

"Minor Shift (Job)"

"Conspiracy (Job)"

"Split (Negotiation)"

"Sleep Cloud (Monster)"

"Ogress's Cleaver (Monster)" (Permanent) Whenever this character deals damage to somebody, reduce their maximum HP by an amount equal to the damage dealt. This effect lasts until the end of Combat.

Cyclops

Ogre

Level 8

Warfare 8

Range 2

Damage 3D6

Defense 10

HP 45

Personality Foolish

Materials Fang

"Demonic Blow (Monster)"

"Area Attack (Monster)"

"Mailed (Monster)"

"Rush (Melee)"

"Knock Back (Melee)"

"Hoick (Melee)"

"Warfare Cry (Monster)" (Support) During Combat, each Ogre character increases their Damage by 1D6. This effect is not cumulative.

Ogre King of Love

Ogre

Level 10

Warfare 8

Range 1

Damage 3D6

Defense 14

HP 60

Personality Cunning

Materials Leather, Cloth

"Demonic Blow (Monster)"

"Charm (Monster)"

"Fortune (Monster)" (Support) During Combat, choose a character in the same Area as you. If you successfully attack that character, reduce that character's highest Affection Score(s) to 0. This effect lasts until the end of Combat.

Fairy

Pyxie

Fairy

Level 1

Warfare 2

Range 2

Damage 1
Defense 10
HP 1
Personality Steady
Materials Wood
"Flying (Monster)"
"Accident (Monster)"
the Cursed Bad Status.

(Permanent) During Combat, any character in the same Area as you gains

Gremlin

Fairy
Level 1
Warfare 1
Range 1
Damage 2
Defense 10
HP 1
Personality Strange
Materials Reagent
"Flying (Monster)"
"Sleep Cloud (Monster)"

"Breakdown (Monster)" (Support) Choose a character within your Range who is equipped with an Item with Machinery in the Material section of its description. That character makes a Wit / 9 check. If it fails, that Item is destroyed, and that character takes 1D6 damage.

Lilliput

Fairy
Level 2
Warfare 2
Range 0
Damage 1D6
Defense 13
HP 1
Personality Cunning
Materials Reagent
"Crowd (Monster)"

"Guilty Conscience (Monster)" (Permanent) Any character who kills you loses 1 point of Drive. If their Drive is already 0 or less, reduce the Voices of the People by 1 point.

Dwarf

Fairy
Level 3
Warfare 3
Range 0
Damage 1D6
Defense 7
HP 10
Personality Strange
Materials Iron
"Demoralize (Monster)"
"Knock Back (Melee)"
"Sneak Through (Dungeon)"

Black Dwarf

Fairy
 Level 4
 Warfare 4
 Range 3
 Damage 1D6
 Defense 8
 HP 15
 Personality Cunning
 Materials Iron
 "Dead Eye (Ranged)"
 "Point Blank (Ranged)"
 "Mailed (Monster)"

Domovoi

Fairy
 Level 4
 Warfare 3
 Range 0
 Damage 2
 Defense 13
 HP 5
 Personality Strange
 Materials Meat

"Fairy's Feast (Monster)" (Support) Choose a Monster in the same Area as you. Increase that character's Damage by an amount equal to their Warfare. If you use this effect on a Fairy, it lasts until the end of Combat. It is not cumulative.

Changeling

Fairy
 Level 4
 Warfare 1
 Range 2
 Damage 1D6
 Defense 10
 HP 3
 Personality Cunning
 Materials Cloth
 "Combination (Useful)"
 "Analyze (Science)"
 "Wall (Dungeon)"

"Granny (Monster)" (Support) During Combat, choose a character. Each character who has an Affection Score towards that character increases their Hostility Score towards that character by an amount equal to their Affection Score towards that character, and then that Affection Score becomes 0. This effects lasts until the end of Combat.

Money Eater

Fairy
 Level 5
 Warfare 4
 Range 4
 Damage 1D6
 Defense 12
 HP 8
 Personality Strange

Materials Reagent

"Breath (Monster)"

"Public Enemy (Monster)"

"Poverty (Monster)" (Support) Choose a kingdom. The representative of that kingdom makes a Culture Level / 9 check. If it fails, reduce that kingdom's Treasury by 1D6 MG.

Willie Winkie

Fairy

Level 5

Warfare 4

Range 3

Damage 1D6

Defense 12

HP 9

Personality Strange

Materials Reagent

"Sleep Cloud (Monster)"

"Flying (Monster)"

"Insomnia (Monster)" (Interrupt) You may use this Skill as an Interrupt Action whenever an effect that produces the Sleep Bad Status occurs during Combat. Deal 1D6 damage to each character that did not gain the Sleep Bad Status.

Leshy

Fairy

Level 6

Warfare 4

Range 1

Damage 1D6 + 5

Defense 9

HP 10

Personality Cunning

Materials Wood

"Cortex (Monster)"

"Charm (Monster)"

"Tree Spirit (Monster)" (Interrupt) You may use this Skill as an Interrupt Action whenever a character on the Enemy Side makes a Cooperative Action during Combat. Deal an amount of damage equal to the amount the bonus provided by the Cooperative Action to each character on the Enemy Side.

High Elf

Fairy

Level 6

Warfare 5

Range 2

Damage 5

Defense 13

HP 14

Personality Cunning

Materials Reagent

"Shooting Star (Astrology)"

"Stargazer (Astrology)"

"Dead Eye (Ranged)"

"Guardian of Nature (Monster)" (Permanent) Whenever you attack a character equipped with an Item that lists Machinery in the Material section of its description, or a Monster with Machinery in the Material section of its description, increase your Damage by 1D6.

Airt Piper

Fairy
Level 7
Warfare 5
Range 3
Damage 1D6 + 2
Defense 13
HP 15
Personality Strange
Materials Reagent, Information
"Area Attack (Monster)"
"Command Fairy (Monster)"
"Public Enemy (Monster)"
"Magic Flute (Monster)" (Support) Choose a kingdom. The representative of that kingdom makes a Culture Level / 11 check. If it fails, reduce that Kingdom's number of Citizens by 1D6.

Celestial

Fairy
Level 8
Warfare 7
Range 3
Damage 2D6
Defense 14
HP 20
Personality Cunning
Materials Reagent
"Flying (Monster)"
"Shooting Star (Astrology)"
"Asterism (Astrology)"
"Star Wars (Astrology)"
"Catastrophic Alignment (Monster)" (Permanent) During Combat, at the end of the Round, if there is a character with this Skill in each Area without a member of the Enemy Side in it, you may place an Angel or Deep One with a Level up to [20 - Number of Characters With This Skill] in an Area of your choice.

Fay Knight

Fairy
Level 10
Warfare 8
Range 1
Damage 2D6 + 3
Defense 12
HP 40
Personality Cunning
Materials Reagent, Iron
"Cortex (Monster)"
"Deed of Arms (Class)"
"Ogg (Class)"
"Blade Opera (Job)"
"Rush (Melee)"
"Charge (Melee)"
"Oblivion Lance (Monster)" (Assist) Any character hit by your attack makes a Wit / 10 check. If it fails, that character forgets 1 Skill of your choice for the rest of the game. This effect may only be used

once per Combat.

Fortuna

Fairy
Level 13
Warfare 8
Range 2
Damage 2D6
Defense 12
HP 60
Personality Cunning
Materials Reagent, Cloth
"Dazzle (Monster)"
"Charm (Monster)"
"Breath (Monster)"
"Roulette (Monster)" (Interrupt) You may use this Skill as an Interrupt Action whenever somebody is hit with an attack. Choose a character at random in the same Area as the character who was hit. The attack hits that character instead.

Beast

Slime

Beast
Level 1
Warfare 0
Range 0
Damage 2
Defense 5
HP 5
Personality Foolish
Materials Meat
"Swallow (Monster)" (Permanent) If you score a critical success on an Attack Check, you may swallow the target. A target that has been swallowed takes 1 damage at the end of the Round and cannot move until your HP becomes 0. Whenever you take damage, the swallowed character also takes 1 point of damage.

Giant Bat

Beast
Level 1
Warfare 1
Range 0
Damage 1D6
Defense 7
HP 1
Personality Foolish
Materials Meat
"Flying (Monster)"
"Poison Blow (Monster)"

Devil's Tongue

Beast
Level 1
Warfare 1

Range 1
Damage 1D6
Defense 6
HP 3
Personality Strange
Materials Wood

"Constrict (Monster)" (Support) Choose a character within your Range. Move that character to the Area you are in, and decrease their Defense by 1 point for the rest of the game.

Hurry Fox

Beast
Level 2
Warfare 2
Range 0
Damage 1D6
Defense 9
HP 3
Personality Cunning
Materials Leather

"Charm (Monster)"

"Shield (Melee)"

Pick Cat

Beast
Level 2
Warfare 2
Range 0
Damage 1D6
Defense 12
HP 4
Personality Cunning
Materials Leather, Information

"Trot (Monster)"

"Sneak Through (Dungeon)"

"Dungeon Paws (Monster)" (Support) Find the total Level of all characters in the same Area as you who know this Skill. You may place a Combat Trap with a Level less than or equal to that number in the Area you are in.

Giant Squirm

Beast
Level 3
Warfare 3
Range 0
Damage 1D6 + 1
Defense 7
HP 7
Personality Steady
Materials Meat
"Area Attack (Monster)"
"Rush (Melee)"
"Knock Back (Dungeon)"

Baboon

Beast

Level 3
Warfare 3
Range 1
Damage 1D6
Defense 10
HP 5
Personality Steady
Materials Fang, Leather
"Hoick (Melee)"
"Knock Back (Melee)"

Plague Rat

Beast
Level 3
Warfare 1
Range 0
Damage 1D6
Defense 12
HP 3
Personality Cunning
Materials Reagent
"Crowd (Monster)"
"Public Enemy (Monster)"
"Plague (Monster)" (Permanent) Whenever this character scores a critical success on an attack, choose a Bad Status at random. The target of that attack gains that Bad Status.

Horselizard

Beast
Level 4
Warfare 4
Range 0
Damage 1D6
Defense 10
HP 6
Personality Foolish
Materials Meat, Fang, Leather
"Trot (Monster)"
"Flanking (Monster)"

Snow Rabbit

Beast
Level 4
Warfare 3
Range 1
Damage 4
Defense 9
HP 10
Personality Foolish
Materials Reagent
"Area Attack (Monster)"
"Breath (Monster)"

Bandersnatch

Beast

Level 5
Warfare 6
Range 0
Damage 1D6 + 2
Defense 12
HP 5
Personality Steady
Materials Fang, Leather
"Incognito (Monster)"
"Flanking (Monster)"

Sawing Boar

Beast
Level 5
Warfare 5
Range 0
Damage 2D6
Defense 8
HP 8
Personality Foolish
Materials Meat, Fang, Leather
"Trot (Monster)"
"Knock Back (Melee)"
"Charge (Melee)"

Chowhound

Beast
Level 5
Warfare 5
Range 0
Damage 2D6
Defense 10
HP 11
Personality Strange
Materials Meat, Leather
"Comfy (Monster)" (Support) Reduce the Defense of each character on the Enemy Side by 1D6. This effect lasts until the end of Combat, and is not cumulative.

Wolfpack

Beast
Level 5
Warfare 6
Range 0
Damage 2D6 + 1
Defense 11
HP 7
Personality Cunning
Materials Fang, Meat, Leather
"Crowd (Monster)"
"Trot (Monster)"
"Sneak Through (Dungeon)"
"Wolf's Fangs (Monster)" (Permanent) Whenever this character scores a critical success on an attack, roll 1D6. The attack's target's HP becomes that number.

Treant

Beast
Level 6
Warfare 5
Range 1
Damage 1D6 + 1
Defense 11
HP 18
Personality Foolish
Materials Wood
"Hoick (Melee)"
"Cortex (Monster)"

Vorpal Bunny

Beast
Level 7
Warfare 5
Range 1
Damage 1D6 + 1
Defense 13
HP 12
Personality Cunning
Materials Meat, Leather
"Trot (Monster)"
"Jump (Melee)"
"Critical Hit (Monster)" (Permanent) Whenever this character scores a critical success on an attack, the target of that attack makes a Warfare Check with a difficulty equal to (5 + Your Level). If it fails, their HP becomes 0.

Cave Bear

Beast
Level 7
Warfare 7
Range 0
Damage 2D6 + 2
Defense 10
HP 25
Personality Cunning
Materials Meat, Leather, Fang
"Demonic Blow (Monster)"
"Cortex (Monster)"
"Bear Hug (Monster)" (Assist) You may use this Skill whenever you hit with an attack. The target of that attack makes a Warfare Check with a difficulty equal to (Your HP - Target's HP). If it fails, the target's HP becomes 1.

Fungusaur

Beast
Level 7
Warfare 6
Range 1
Damage 2D6
Defense 13
HP 20
Personality Strange

Materials Reagent, Meat, Fang

"Breath (Monster)"

"Cortex (Monster)"

"Poison Blow (Monster)"

"Poison Pollen (Monster)" (Support) Choose an Area. Deal 1D6 points of damage to each character in that Area. Each character in that Area makes a Warfare / 9 check. Each character that fails gains the Poison Bad Status.

Carrion Crawler

Beast

Level 7

Warfare 5

Range 2

Damage 1D6

Defense 10

HP 30

Personality Foolish

Materials Reagent

"Public Enemy (Monster)"

"Poison Blow (Monster)"

"Feeler Attack (Monster)" (Permanent) You may make 4 attacks.

Electric Slime

Beast

Level 8

Warfare 6

Range 1

Damage 1D6 + 4

Defense 7

HP 40

Personality Strange

Materials Meat, Machinery

"Short Circuit (Monster)" (Permanent) If you are attacked by a melee weapon, the attacker takes 1 point of damage.

"Discharge (Monster)" (Support) During Combat, reduce your HP by 2D6. Deal that same amount of damage to each character in the same Area as you.

Wyvern

Beast

Level 8

Warfare 7

Range 1

Damage 2D6 + 3

Defense 15

HP 30

Personality Foolish

Materials Meat, Leather, Fang

"Flying (Monster)"

"Poison Blow (Monster)"

"Trot (Monster)"

"Knock Back (Melee)"

"Jump (Melee)"

Manticore

Beast
 Level 9
 Warfare 5
 Range 0
 Damage 2D6 + 1
 Defense 11
 HP 32
 Personality Cunning
 Materials Fang, Leather
 "Command Beast (Monster)"
 "Poison Blow (Monster)"
 "Trot (Monster)"
 "Poison Quills (Monster)" (Support) Choose a character other than yourself at random from the Area you are in or the Areas immediately in front of and behind it. That character takes 2D6 points of damage.

Mono Keros

Beast
 Level 9
 Warfare 7
 Range 0
 Damage 3D6
 Defense 8
 HP 45
 Personality Foolish
 Materials Iron, Fang, Reagent
 "Demonic Blow (Monster)"
 "Cortex (Monster)"
 "Penetration (Monster)"
 "Knock Back (Melee)"
 "Charge (Melee)"

Amphisbaena

Beast
 Level 9
 Warfare 7
 Range 2
 Damage 2D6 + 3
 Defense 10
 HP 37
 Personality Cunning
 Materials Fang, Meat, Leather
 "Public Enemy (Monster)"
 "Trot (Monster)"
 "Poison Blow (Monster)"
 "Rush (Melee)"
 "Two Heads (Monster)" (Permanent) You may make 2 attacks.

Basilisk

Beast
 Level 10
 Warfare 7
 Range 1
 Damage 3D6

Defense 12
HP 45
Personality Cunning
Materials Fang, Reagent, Leather

"Public Enemy (Monster)"

"Poison Blow (Monster)"

"Death Gaze (Monster)" (Support) Each character within your range makes a Quest / 9 check. Each character that fails reduces their HP to 1.

Lizard King

Beast

Level 10
Warfare 8
Range 0
Damage 3D6 + 3
Defense 14
HP 50

Personality Foolish

Materials Fang, Meat, Leather

"Public Enemy (Monster)"

"Rush (Melee)"

"Charge (Melee)"

Hydra

Beast

Level 10
Warfare 7
Range 2
Damage 2D6 + 3
Defense 15
HP 35

Personality Strange

Materials Meat, Fang

"Public Enemy (Monster)"

"Breath (Monster)"

"Rebirth (Monster)" (Support) You may use this Skill during Combat if your HP is less than or equal to your warfare. Recover all of your HP.

"100 Heads (Monster)" (Support) You may make one attack against each character from the Enemy Side that is within your Range.

Tramplet

Beast

Level 11
Warfare 10
Range 1
Damage 3D6
Defense 7
HP 60

Personality Foolish

Materials Meat, Fang

"Penetration (Monster)"

"Charge (Melee)"

"Knock Back (Melee)"

"Six Legs, Six Tusks (Monster)" (Permanent) When you attack, and the target of that attack is a

character within your Range but not in the same Area as you, you may target up to two characters.

Hanuman

Beast
Level 14
Warfare 10
Range 2
Damage 3D6 + 5
Defense 15
HP 35
Personality Cunning
Materials Leather
"Penetration (Monster)"
"Trot (Monster)"
"Charge (Melee)"
"Monkey Magic (Monster)" (Support) During Combat, choose a character in the same Area as you, and choose 1 Skill known by that character. Spend 1 Hope. For the rest of Combat, that character unlearns that Skill.
"Monkey Punch (Monster)" (Permanent) Whenever you attack a character in the same Area as you, increase your Damage by 1D6.

Sphinx

Beast
Level 14
Warfare 7
Range 1
Damage 2D6
Defense 13
HP 50
Personality Cunning
Materials Reagent, Fang
"Charm (Monster)"
"Sleep Cloud (Monster)"
"Logical Blast (Science)"
"Riddle (Monster)" (Support) The GM tells a riddle whose answer is the name of an Item. If the players can answer it within 1 minute, halve your HP. If they cannot answer it, each member of the Court halves their HP.

Dragon

Beast
Level 15
Warfare 9
Range 2
Damage 3D6 + 5
Defense 16
HP 60
Personality Cunning
Materials Fang, Gunpowder
"Flying (Monster)"
"Breath (Monster)"
"Cortex (Monster)"
"Analyze (Science)"

Behemoth

Beast
 Level 16
 Warfare 10
 Range 1
 Damage 5D6 + 4
 Defense 14
 HP 70
 Personality Foolish
 Materials Meat, Leather
 "Demonic Blow (Monster)"
 "Area Attack (Monster)"
 "Charge (Melee)"
 "Mailed (Monster)"
 "Hope Eater (Monster)"
 "Glutton (Monster)" (Permanent) Whenever you attack a character equipped with a Recovery Item, increase your Damage by 1D6.

Cerberus

Beast
 Level 17
 Warfare 11
 Range 1
 Damage 4D6 + 3
 Defense 10
 HP 75
 Personality Foolish
 Materials Meat
 "Public Enemy (Monster)"
 "Corpse Eater (Monster)" (Permanent) During Combat, whenever somebody reduces their Followers, recover 1D6 HP for each Follower lost.
 "Massive Jaws (Monster)" (Permanent) Choose up to three characters within your Range. You may make an attack against each of those characters.

Aberration

Prothallium

Aberration
 Level 1
 Warfare 3
 Range 0
 Damage 1
 Defense 5
 HP 5
 Personality Steady
 Materials Wood
 "Multiplication (Monster)" (Permanent) At the end of the round, if there are 10 or fewer characters in the same Area as you, place a Prothallium in that Area. If there are 5 or more Prothalliums in an Area, their attacks automatically succeed (this is not a critical success).

Fire Beetle

Aberration
 Level 1
 Warfare 0
 Range 0

Damage 1D6
Defense 8
HP 2
Personality Steady
Materials Reagent

"Dazzle (Monster)"

"Flame (Monster)" (Permanent) Each character who attacks you takes 1 point of damage.

Two Face

Aberration

Level 3
Warfare 2
Range 0
Damage 1D6
Defense 6
HP 3
Personality Strange
Materials Reagent

"Strange Brew (Monster)" (Support) During Combat, choose as many characters on the Battlefield as you wish. Each of those characters rolls 1D6. For the rest of Combat, their Defense becomes [Quest + Number Rolled on the 1D6].

Bad Egg

Aberration

Level 3
Warfare 2
Range 2
Damage 3
Defense 9
HP 4
Personality Steady
Materials Reagent, Information

"Flying (Monster)"

"Anabasis (Monster)"

"Demoralize (Monster)"

"Decomposing Body (Monster)" (Permanent) Whenever a character attacks you and succeeds, they make a Quest / 9 check. If it fails, they gain the Poison Bad Status.

Mosquito Lord

Aberration

Level 3
Warfare 4
Range 0
Damage 1
Defense 17
HP 1
Personality Cunning
Materials Reagent
"Public Enemy (Monster)"
"Incarnation (Monster)"
"Swarm Attack (Monster)"
"Swarm Defense (Monster)"
"Poison Blow (Monster)"
"Flying (Monster)"

"Trot (Monster)"

"Mosquito Swarm (Monster)" (Permanent) During Combat, whenever an attack against you misses, choose another character in the same Area as you at random. Deal 1D6 damage to that character.

Cloistered Girl

Aberration

Level 4

Warfare 3

Range 0

Damage 1D6 + 1

Defense 8

HP 6

Personality Cunning

Materials Iron, Machinery

"Cortex (Monster)"

"Charm (Monster)"

"Sleep Cloud (Monster)"

"Damaged Goods (Monster)" (Permanent) Whenever a character deals damage to you, for the rest of Combat, any Wit Check that character makes against your Charm Skill automatically fails.

Pumpkin Head

Aberration

Level 4

Warfare 4

Range 1

Damage 3

Defense 9

HP 4

Personality Cunning

Materials Meat, Reagent

"Hoick (Melee)"

"Flanking (Monster)"

"Dazzle (Monster)"

"Public Enemy (Monster)"

"Trick or Treat (Monster)" (Support) During Combat, choose as many characters on the Battlefield as you wish. If each of those characters does not lose 1D6 Materials of their choice, they take 3 damage.

Mistress

Aberration

Level 4

Warfare 3

Range 0

Damage 1D6 + 1

Defense 12

HP 10

Personality Cunning

Materials Reagent

"Public Enemy (Monster)"

"Flying (Monster)"

"Dazzle (Monster)"

"Demoralize (Monster)"

"Mist's Embrace (Monster)" (Permanent) At the end of the Round, each character from the Enemy Side in the same Area as you takes 2 points of damage.

Evil Eye

Aberration

Level 4

Warfare 2

Range 2

Damage 1D6

Defense 13

HP 8

Personality Cunning

Materials Reagent

"Schemer (Monster)"

"Flying (Monster)"

"Anti-magic Ray (Monster)" (Permanent) Astrology, Summoning, and Science Skills cannot be used in the same Area as you.

Cactus Brothers

Aberration

Level 4

Warfare 3

Range 2

Damage 1D6

Defense 8

HP 8

Personality Strange

Materials Wood

"Galdr (Entertainment)"

"Death Flamenco (Monster)" (Support) Each character with the Cursed Bad Status takes 1D6 points of damage.

Mayonnaise King

Aberration

Level 5

Warfare 4

Range 0

Damage 4

Defense 10

HP 15

Personality Strange

Materials Meat

"Breath (Monster)"

"Anabasis (Monster)"

"Incarnation (Monster)"

"Swarm Defense (Monster)"

"Schemer (Monster)"

"High Calorie (Monster)" (Permanent) Whenever you make a successful attack, the target makes a Wit / 9 check. If it fails, they gain the Obese Bad Status.

Weresister

Aberration

Level 5

Warfare 2

Range 0

Damage 2D6

Defense 10

HP 10
Personality Cunning
Materials Reagent, Cloth

"Sisterize (Monster)" (Support) Choose a character and roll 1D6. Your form becomes: 1-Gym Clothes; 2-Sailor Uniform; 3-Pajamas; 4-School Swimsuit; 5-Apron; 6-Smock and Child's Hat. Each time you take damage, that character makes a Wit / 10 check (if either the GM or any player are wearing the chosen outfit, the check automatically fails). If it fails, that character takes that damage instead. This effect lasts until you use this Skill another time.

Puppet Master

Aberration

Level 6
Warfare 5
Range 1
Damage 1D6
Defense 11
HP 20
Personality Cunning
Materials Reagent, Machinery

"Download (Summoning)"

"Dazzle (Monster)"

"Puppets (Monster)" (Support) Each character in the same Area as you increases the results of their Attack Checks and their Damage by 2 points each. This effect lasts until the end of the Round.

Mayonnaise King Pure Select

Aberration

Level 6
Warfare 5
Range 1
Damage 1D6 + 2
Defense 10
HP 20
Personality Cunning
Materials Meat

"Area Attack (Monster)"

"Breath (Monster)"

"Anabasis (Monster)"

"Incarnation (Monster)"

"Swarm Defense (Monster)"

"Schemer (Monster)"

"High Calorie (Monster)" (Permanent) Whenever you make a successful attack, the target of that attack makes a Wit / 9 check. If it fails, they gain the Obese Bad Status.

May Queen

Aberration

Level 7
Warfare 7
Range 1
Damage 1D6 + 6
Defense 10
HP 30
Personality Strange
Materials Wood

"Incarnation (Monster)"

"Swarm Defense (Monster)"

"Charm (Monster)"

"Rolly Polly (Monster)" (Support) During Combat, choose a character with the Obese Bad Status or the character on the enemy side with the lowest Level. You may move that character up to 3 spaces, and deal 2D6 points of damage to them (Obstructing the Advance rules still apply).

Snake Evil

Aberration

Level 7

Warfare 6

Range 3

Damage 7

Defense 12

HP 20

Personality Cunning

Materials Meat, Reagent, Information

"Demoralize (Monster)"

"Incognito (Monster)"

"Charm (Monster)"

"Coil (Monster)" (Support) During Combat, choose a character within your Range. Move that character to the Area you are in.

Monchskalb

Aberration

Level 7

Warfare 5

Range 1

Damage 8

Defense 9

HP 23

Personality Cunning

Materials Reagent

"Public Enemy (Monster)"

"Dungeon Prominence (Dungeon)"

"Soldier of Minos (Monster)" (Support) Choose a character. That character recovers 2D6 HP.

Medusa

Aberration

Level 7

Warfare 5

Range 2

Damage 2D6

Defense 10

HP 18

Personality Cunning

Materials Reagent

"Public Enemy (Monster)"

"Charm (Monster)"

"Stone Gaze (Monster)" (Permanent) Whenever a character attacks you, they make a Wit Check. The difficulty is 13 if they used a ranged weapon and 11 if they used a melee weapon. If it fails, they gain the Sleep Bad Status. This Sleep Bad Status can only be removed when Combat ends, or if they are the target of the "Blessed Kiss" Skill.

Valaraukar

Aberration

Level 8
Warfare 8
Range 2
Damage 2D6
Defense 12
HP 30
Personality Cunning
Materials Fang, Meat, Gunpowder

"Public Enemy (Monster)"

"Flying (Monster)"

"Cortex (Monster)"

"Schemer (Monster)"

"Anabasis (Monster)"

"Fire Lash (Monster)" (Permanent) Whenever you make a successful attack, the target of that attack becomes Exhausted.

Aperams

Aberration

Level 8
Warfare 6
Range 3
Damage 1D6 + 3
Defense 7
HP 19
Personality Foolish
Materials Iron, Gunpowder, Reagent

"Public Enemy (Monster)"

"Mailed (Monster)"

"Gun Turret (Monster)" (Support) Choose an Area within your Range. Make a Warfare Check targeting that Area and subtract 2 from the result. You make a successful attack against each character in that Area whose Defense is less than or equal to the result of the check.

Nomi

Aberration

Level 9
Warfare 8
Range 1
Damage 1D6 + 2
Defense 13
HP 33
Personality Cunning
Materials Cloth, Reagent

"Incognito (Monster)"

"Command Aberration (Monster)"

"Command Construct (Monster)"

"Galdr (Entertainment)"

"Public Enemy (Monster)"

"Demoralize (Monster)"

"Poetic World (Monster)" (Support) During Combat, choose a character. The player controlling that character has 1 minute to compose a poem on their own. If they cannot, each member of the Court takes 1D6 points of damage.

Arakhne

Aberration

Level 9
Warfare 7
Range 0
Damage 2D6 - 2
Defense 10
HP 25
Personality Cunning
Materials Reagent
"Public Enemy (Monster)"
"Crowd (Monster)"
"Web (Monster)" (Support) Choose an Area within your Range. Each character in that Area reduces their Quest by 1 point. This effect lasts until the end of Combat.

Roach Lord

Aberration
Level 10
Warfare 8
Range 1
Damage 2D6
Defense 14
HP 35
Personality Cunning
Materials Reagent, Information
"Flying (Monster)"
"Cortex (Monster)"
"Poison Blow (Monster)"
"Incarnation (Monster)"
"Swarm Attack (Monster)"
"Swarm Defense (Monster)"
"Public Enemy (Monster)"
"Cockroach Swarm (Monster)" (Support) During Combat, choose an Area. Each character in that Area makes a Wit / 10 check. For each character that fails, destroy all Lunch, Full Course, and Meat that that character is carrying.

Organizer

Aberration
Level 10
Warfare 3
Range 3
Damage 1D6
Defense 14
HP 35
Personality Cunning
Materials Machinery
"Reconfigure (Monster)" (Support) Choose any number of Monsters from the Allied Side in the same Area as you. Each of those Monsters learns either the "Flying," "Cortex," or "Analyze" Skill, and increases their Damage by 2 points. Add "Mecha-" to the front of their name, and their Personality becomes Foolish. This effect lasts until the end of Combat, and is not cumulative.

Black Twins

Aberration
Level 11
Warfare 7

Range 2
Damage 2D6
Defense 12
HP 37
Personality Cunning
Materials Reagent

"Public Enemy (Monster)"

"Shadow Twin (Monster)" (Interrupt) You may use this Skill as an Interrupt Action whenever you take damage. Place one Black Twins in the same Area as you. Their HP is equal to half your HP after you take damage.

Prince of Bities

Aberration

Level 11
Range 0
Damage 1D6
Defense 9
HP 38
Personality Strange
Materials Reagent

"Incognito (Monster)"

"Disrupt (Class)"

"Biting Division (Monster)" (Interrupt) You may use this Skill as an Interrupt Action whenever your HP is reduced during Combat. Increase your Damage by 1D6 points. This effect lasts until the end of Combat.

Time Robber

Aberration

Level 11
Warfare 9
Range 0
Damage 2D6 + 2
Defense 14
HP 25
Personality Strange
Materials Reagent, Machinery

"Public Enemy (Monster)"

"Parry (Melee)"

"Blade Opera (Job)"

"Time Steal (Monster)" (Support) Each character on the Enemy Side makes a Quest Check with a difficulty equal to [Your Level + 5]. You may Move and Act a number of times equal to the number of characters that failed the check.

Blastoma

Aberration

Level 11
Warfare 9
Range 1
Damage 2D6 + 1
Defense 12
HP 40
Personality Cunning
Materials Reagent, Information

"Public Enemy (Monster)"

"Area Attack (Monster)"

"Minor Shift (Job)"

"Dungeon Tectonics (Job)"

"Dungeonivore (Monster)" (Permanent) During Combat, whenever anybody rolls a 1 on a check, you may recover 1D6 HP, and increase your Damage by 1 point for the rest of Combat.

Locust Lord

Aberration

Level 12

Warfare 9

Range 1

Damage 2D6 + 2

Defense 13

HP 38

Personality Cunning

Materials Meat, Reagent

"Flying (Monster)"

"Cortex (Monster)"

"Incarnation (Monster)"

"Swarm Attack (Monster)"

"Swarm Defense (Monster)"

"Public Enemy (Monster)"

"Locust Swarm (Monster)" (Support) Choose a kingdom. That kingdom's representative makes a Military Level / 10 check. If it fails, destroy 1 random Facility in that Kingdom.

Tapeworm Lord

Aberration

Level 13

Warfare 9

Range 2

Damage 3D6 + 3

Defense 14

HP 20

Personality Cunning

Materials Reagent

"Public Enemy (Monster)"

"Penetration (Monster)"

"Parasite (Monster)" (Support) During Combat, choose a character in the same Area as you as a "Host." Decrease the Host's HP by an amount of your choice up to their Level, and increase their Damage by the same amount. Until this effect ends, you are treated as being in the same Area as the Host, and cannot be the target of attacks. This effect lasts until the Host dies, or until you make an Action other than Assist or Interrupt Actions.

Lord of the Flies

Aberration

Level 14

Warfare 10

Range 0

Damage 3D6

Defense 14

HP 45

Personality Cunning

Materials Reagent, Information

"Flying (Monster)"

"Incarnation (Monster)"

"Poison Blow (Monster)"

"Swarm Attack (Monster)"

"Swarm Defense (Monster)"

"Galdr (Entertainment)"

"Public Enemy (Monster)"

"Swarm of Flies (Monster)" (Support) Choose a kingdom. The representative of that kingdom makes a Military Level / 12 check. If it fails, reduce that kingdom's number of Citizens by 3D6.

Termite Lord

Aberration

Level 16

Warfare 9

Range 1

Damage 2D6 + 4

Defense 12

HP 60

Personality Cunning

Materials Wood, Reagent

"Schemer (Monster)"

"Incarnation (Monster)"

"Swarm Attack (Monster)"

"Swarm Defense (Monster)"

"Galdr (Entertainment)"

"Public Enemy (Monster)"

"Termite Swarm (Monster)" Choose a kingdom. The representative of that kingdom makes a Military Level / 14 check. If it fails, destroy 1D6 random Facilities in that kingdom.

Spider Lord

Aberration

Level 18

Warfare 10

Range 1

Damage 4D6 + 2

Defense 15

HP 80

Personality Cunning

Materials Reagent

"Public Enemy (Monster)"

"Incarnation (Monster)"

"Swarm Attack (Monster)"

"Swarm Defense (Monster)"

"Breath (Monster)"

"Spider Swarm (Monster)" Choose a kingdom. The representative of that kingdom makes a Military Level / 16 check. If it fails, reduce the number of Citizens in that kingdom by 5D6.

Undead

Geister

Undead

Level 1

Warfare 1

Range 3

Damage 1

Defense 5

HP 1
Personality Strange
Materials Cloth, Reagent
"Boo! (Monster)" (Support) Choose a character. That character moves backwards 1 space.

Skeleton

Undead
Level 2
Warfare 3
Range 2
Damage 2
Defense 8
HP 2
Personality Foolish
Materials Fang, Information
"Bad to the Bone (Monster)" (Permanent) No character that is two or more Areas away from you can deal damage to you.

Zombie

Undead
Level 3
Warfare 2
Range 0
Damage 1D6
Defense 6
HP 3
Personality Foolish
Materials Fang
"Sneak Through (Dungeon)"
"Poison Blow (Monster)"
"Public Enemy (Monster)"
"Undying Body (Monster)" (Permanent) Whenever you take damage that would reduce you to 0 HP or less, if that damage does not reduce your HP to exactly 0, prevent that damage.

Ghoul

Undead
Level 4
Warfare 3
Range 0
Damage 1D6 + 2
Defense 9
HP 10
Personality Cunning
Materials Fang
"Flanking (Monster)"
"Rush (Melee)"
"Paralysis (Monster)" (Permanent) Whenever you make a successful attack, the target of that attack makes a Quest / 9 check. If it fails, they gain the Sleep Bad Status.

Friday

Undead
Level 4
Warfare 3
Range 3

Damage 1D6
Defense 11
HP 4
Personality Cunning
Materials Fang, Iron

"Dead Eye (Monster)"

"Couple Killer (Monster)" (Permanent) Whenever you attack a character who has an Affection Score of 3 or higher towards someone, or a character towards whom another character has an Affection Score of 3 or higher, increase your damage by 1D6.

Shadow Jack

Undead

Level 5
Warfare 5
Range 1
Damage 1D6 + 1
Defense 8
HP 9
Personality Steady
Materials Reagent

"Incognito (Monster)"

"Shield (Melee)"

"Shadow Eater (Monster)" (Permanent) Whenever you make a successful attack, reduce the target's Drive by 1 point.

Dullahan

Undead

Level 6
Warfare 6
Range 1
Damage 5
Defense 10
HP 18
Personality Cunning
Materials Iron, Reagent

"Cortex (Monster)"

"Trot (Monster)"

"Charge (Melee)"

"Rush (Melee)"

"Head Toss (Monster)" (Support) You may throw your head into an Area within 2 spaces away from the Area you are in. Treat your head as a Scum that is controlled separately. You may only use this Skill once per Combat.

Green-eyed Monster

Undead

Level 7
Warfare 6
Range 2
Damage 8
Defense 11
HP 31
Personality Cunning
Materials Reagent, Gunpowder

"Area Attack (Monster)"

"Forever Alone (Monster)" (Support) Choose two characters with the Lovers Special Relationship. Increase your damage by the total of their Affection Scores towards each other. This effect lasts until the end of combat, and is not cumulative.

Wight

Undead

Level 7
Warfare 6
Range 1
Damage 2D6
Defense 12
HP 20
Personality Cunning
Materials Reagent

"Souldrinker (Monster)" (Permanent) Whenever you make a successful attack, the target of that attack makes a Quest / 11 check. If it fails, choose one of their Ability Scores at random. Reduce that Ability Score by 1 point for the rest of the game. If this effect would cause the Ability Score to become negative, that character dies.

Vampire

Undead

Level 8
Warfare 7
Range 1
Damage 1D6 + 4
Defense 11
HP 24
Personality Cunning
Materials Fang, Reagent, Cloth

"Command Undead (Monster)"

"Charm (Monster)"

"Download (Monster)"

"Drain Blood (Monster)" (Permanent) Whenever you make a successful attack, increase your HP by 1D6.

"Dance of Death (Monster)" (Support) During Combat, choose a character on the Battlefield who is Unconscious or Dead. You may control that character for the rest of the Round.

God of the War Dead

Undead

Level 9
Warfare 8
Range 1
Damage 2D6
Defense 12
HP 30
Personality Cunning
Materials Reagent

"Public Enemy (Monster)"

"Fusion (Monster)" (Interrupt) You may use this Skill as an Interrupt Action whenever you take damage. Choose a character who died during this game. You may learn one Skill known by that character. This effect is permanent.

Death

Undead

Level	12
Warfare	8
Range	1
Damage	2D6 + 4
Defense	14
HP	40
Personality	Steady
Materials	Iron, Reagent, Information

"Area Attack (Monster)"

"Cortex (Monster)"

"Death Taint (Monster)" (Permanent) At the end of the Round, each character in the same Area as you reduces their Followers by 1D6.

Deathnologist

Undead	
Level	15
Warfare	5
Range	2
Damage	2D6 + 3
Defense	11
HP	50
Personality	Cunning
Materials	Reagent, Information

"Demoralize (Monster)"

"Hope Eater (Monster)"

"Deathnology (Monster)" (Permanent) This Skill takes effect during Combat. All Monsters on the Allied Side who know the "Undying Body" Skill change their Personality to Cunning, and increase their Damage by 2D6.

Phoenix

Undead	
Level	16
Warfare	10
Range	1
Damage	5D6 + 1
Defense	12
HP	60
Personality	Steady
Materials	Reagent

"Flying (Monster)"

"Area Attack (Monster)"

"Public Enemy (Monster)"

"Eternal Flame (Monster)" (Interrupt) You may use this Skill as an Interrupt Action whenever you take damage that would reduce your HP to 0 or less. If that damage would not reduce you to exactly 0 HP, recover all your HP.

Bone Dragon

Undead	
Level	20
Warfare	11
Range	2
Damage	6D6 + 1
Defense	15
HP	120

Personality Cunning
Materials Fang, Reagent
"Breath (Monster)"
"Cortex (Monster)"
"Analyze (Monster)"

"Ancient Wisdom (Monster)" (Support) During Combat, choose up to two Beast or Undead Monsters whose levels are each less than or equal to your own. Choose a Skill each of those Monsters knows, and learn it. This effect lasts until the end of Combat, and is not cumulative.

Human

Special Rules Regarding Human Monsters

This section details special rules for using Human Monsters. The GM may wish to use these rules when creating evil Landmakers and Talents as the PC's rivals.

Adding Classes and Jobs

For each scenario, the GM may create a number of Human Monsters with Classes and/or Jobs equal to the number of people in the Court.

When adding Classes or Jobs to Human Monsters, first choose a type of Class or Job you wish to add. For purposes of the limits on placing Monsters in rooms, treat a Monster with a Class or Job as two Levels higher. If they have both a Class and a Job, treat them as three Levels higher.

A Monster with a Class or Job chooses 1 Class Skill or Job Skill to learn. They may also choose and learn [Monster Level x 1/5] Class Skills or Skills available from their Job's Skill Groups.

Followers

The GM may create one Human Monster who has Followers in each scenario.

When giving a Human Monster Followers, they receive [Monster Level] Followers. For purposes of the limits on placing Monsters in rooms, treat a Monster with Followers as one Level higher. A PC who defeats a Monster with Followers may add those Followers to the Kingdom. They must make a Wit / 12 check, and distribute [Result - 12] of those Followers among the Court.

Followers gained from the "Incarnation" Skill do not count towards this number.

Special Skills for Humans

The GM may give the following Skills to Human Monsters whose Level is equal to or greater the Level listed. For purposes of the limits on placing Monsters in rooms, treat a Monster with one of these Skills as one Level higher for each Skill they know.

Cannibalism (Level 1)

Type	Support
Target	Self
Check	None

Choose a character. That character makes a Warfare Check with a difficulty equal to [Your Level + 5]. If it fails, reduce that character's Followers by 1D6.

Postern (Level 3)

Type	Support
Target	Self
Check	None

Roll 2D6 where the players cannot see them. Starting next round, when determining the difficulty of the Strategy Check, add the result to your Level. If anybody on the Allied Side has the "Schemer" Skill, you may add its effect as well. The GM does not have to tell the players the difficulty for the Strategy Check after using this Skill. If this Skill is used again, recalculate the difficulty of the Strategy Check.

Human Shield (Level 5)

Type	Interrupt
Target	Self
Check	None

You may use this Skill as an Interrupt Action whenever you become the target of an attack. Choose a character at random in the same Area as you. That character becomes the target of that attack.

Forage (Level 7)

Type	Support
Target	Kingdom
Check	None

The representative of the Court makes an Order Level Check with a difficult equal to [Your Level + 5]. If it fails, reduce the number of Citizens left behind in the Kingdom by [Difficulty - Result], and increase your Followers by the same amount.

Scum

Human	
Level	1
Warfare	1
Range	0
Damage	1D6
Defense	6
HP	3
Personality	Cunning
Materials	Cloth, Information

"Flanking (Monster)"

"Schemer (Monster)"

"Steal (Monster)" (Support) Choose a character in the same Area as you. Choose one of their Items Slots at random. They cannot use any Item in that Item Slot. This effect lasts until the end of Combat.

Troop

Human	
Level	1
Warfare	1
Range	0
Damage	1D6
Defense	9
HP	3
Personality	Steady
Materials	Iron, Information

"Rush (Melee)"

Mercenary

Human	
Level	2
Warfare	2
Range	1
Damage	1D6
Defense	10
HP	5
Personality	Cunning
Materials	Iron, Information

"Rush (Melee)"

"Parry (Monster)"

Bad Company

Human

Level 3

Warfare 3

Range 3

Damage 1D6

Defense 7

HP 2

Personality Foolish

Materials Gunpowder, Machinery

"Anabasis (Monster)"

"Volley (Monster)" (Support) Choose an Area. Deal 1 point of damage to each character in that Area.

Rust Samurai

Human

Level 4

Warfare 4

Range 0

Damage 1D6 + 1

Defense 8

HP 6

Personality Foolish

Materials Iron

"Flanking (Monster)"

"Rusted Katana (Monster)" (Permanent) Whenever you make a successful attack, the target of that attack makes a Warfare / 9 check. If it fails, choose one of their Item Slots at random, and any Item in that Item Slot is destroyed.

Cave Dweller

Human

Level 4

Warfare 3

Range 0

Damage 2D6

Defense 9

HP 10

Personality Foolish

Materials Fang

"Trot (Monster)"

"Ogg (Class)"

"Knock Back (Melee)"

Assassin of XLVII

Human

Level 5

Warfare 1

Range 0

Damage 1D6

Defense 5

HP 46

Personality Cunning

Materials Cloth, Iron
"Incarnation (Monster)"
"Swarm Attack (Monster)"
"Swarm Defense (Monster)"
"Anabasis (Monster)"

Dungeon Geek

Human
Level 5
Warfare 3
Range 1
Damage 1D6
Defense 9
HP 10
Personality Cunning
Materials Reagent, Information
"Schemer (Monster)"
"Command Construct (Monster)"
"Public Enemy (Monster)"
"Dungeon Tectonics (Job)"
"Collector (Monster)" (Assist) Equip a Common Item of your choice. Treat its Level as 0.

Starman

Human
Level 5
Warfare 2
Range 1
Damage 1D6
Defense 10
HP 12
Personality Steady
Materials Iron, Reagent
"Voice of Star (Job)"
"Shooting Star (Astrology)"
"Asterism (Astrology)"
"Star Wars (Astrology)"
"Alien (Monster)" (Permanent) You are equipped with a Level 1 Star Fragment. Choose which star you come from. As long as you are on that star, if you lose that Star Fragment, it reappears at the end of the Round.

Maze Surfer

Human
Level 5
Warfare 6
Range 0
Damage 1D6 + 1
Defense 9
HP 15
Personality Strange
Materials Reagent
"Sneak Through (Dungeon)"
"Waverider (Monster)" (Support) You move three spaces forward from the Area you are currently in, and deal 3 points of damage to each character in that Area. If you cannot move three spaces forward, you cannot use this skill.

Medicine Man

Human

Level 5

Warfare 1

Range 2

Damage 1D6

Defense 8

HP 12

Personality Cunning

Materials Reagent, Information

"Incarnation (Monster)"

"Wrath of God (Class)"

"Sacrifice (Class)"

"Wall (Dungeon)"

Scala Buccaneer

Human

Level 5

Warfare 4

Range 0

Damage 1D6

Defense 12

HP 17

Personality Cunning

Materials Cloth, Gunpowder, Information

"Flanking (Monster)"

"Crowd (Monster)"

"Outnumbered (Monster)" (Support) You may use this Skill during Combat. Each character on the Enemy Side in the same Area as you makes a Warfare / 11 check. Each character that fails takes [(Number of Allied Characters in That Area) - (Number of Enemy Characters in That Area) + 1D6] points of damage.

Ex Ninja

Human

Level 6

Warfare 4

Range 1

Damage 2D6

Defense 16

HP 20

Personality Cunning

Materials Information

"Trot (Monster)"

"Headhunt (Job)"

"Jump (Melee)"

"Sneak Through (Dungeon)"

"Hit & Away (Dungeon)"

Tyrant

Human

Level 7

Warfare 8

Range 1

Damage 2D6
Defense 12
HP 40
Personality Cunning
Materials Reagent, Information

"Incarnation (Monster)"

"Swarm Attack (Monster)"

"Swarm Defense (Monster)"

"Schemer (Monster)"

"Area Attack (Monster)"

"Command Human (Monster)"

"Death March (Monster)" (Support) Choose a character. That character makes a Wit / 13 check. If it fails, reduce their Followers by 2D6.

Knight of Dynamite

Human

Level 7

Warfare 9

Range 0

Damage 2D6

Defense 12

HP 40

Personality Cunning

Materials Gunpowder

"Rush (Melee)"

"Double Arm (Melee)"

"Weapon Mastery (Item)"

"Martial Expert (Monster)" (Assist) You may equip 1 Common Arms Item of your choice. Treat its Level as 1 (you may not equip more than 2 Items).

Metro Dragoon

Human

Level 7

Warfare 7

Range 2

Damage 2

Defense 12

HP 30

Personality Cunning

Materials Fang, Leather

"Trot (Monster)"

"Charge (Melee)"

"Hit & Away (Dungeon)"

"Dragoon (Monster)" (Support) During Combat, choose a Beast Monster in the same Area as you. Make a Quest check with a difficulty equal to [That Monster's Level + 7]. If it succeeds, remove that Monster from the Battlefield. Increase your Defense by [That Monster's Defense - 7], and add that Monster's Damage to your Damage. This effect lasts until the end of Combat, and is not cumulative.

Millennium Warcaster

Human

Level 7

Warfare 5

Range 2

Damage 2

Defense 9
HP 20
Personality Cunning
Materials Information

"Asterism (Astrology)"

"Star Wars (Astrology)"

"Warcaster (Monster)" (Support) During Combat, make yourself Exhausted. You gain 1 point of Hope at may be used by any character on the Allied Side. If, during Combat, you have [Number of Enemy Characters + 4] points of Hope, reduce the amount of Hope to 0, and deal 2D6 points of damage to each character on the Enemy Side.

HAGLMA Debt Collector

Human
Level 7
Warfare 6
Range 3
Damage 1D6
Defense 10
HP 30
Personality Cunning
Materials Machinery

"Dead Eye (Ranged)"

"Blaze Away (Ranged)"

"Foreclosure (Monster)" (Support) During Combat, choose a character and an Item, and make a Wit Check. That character makes a Wit Check with a difficulty equal to the result of your Wit Check. If it fails, that Item cannot be used.

True Believer

Human
Level 7
Warfare 5
Range 2
Damage 2D6
Defense 11
HP 35
Personality Strange
Materials Iron, Information

"Area Attack (Monster)"

"Sleep Cloud (Monster)"

"Demoralize (Monster)"

"Dazzle (Monster)"

"Sermon (Monster)" (Support) Choose a character. Reduce their Followers by 1D6. They recover that many HP, and increase their Damage by that many points.

Guest

Human
Level 8
Warfare 7
Range 1
Damage 1D6 + 3
Defense 11
HP 28
Personality Cunning
Materials Information, Cloth

"Analyze (Science)"

"Foreigner (Monster)" (Interrupt) You may use this Skill as an Interrupt Action whenever somebody makes a check and uses 3 or more dice to calculate the result. Choose the two lowest dice rolled for that check, and use them to calculate the result.

Major Daimyo

Human

Level 8

Warfare 8

Range 1

Damage 2D6

Defense 10

HP 40

Personality Foolish

Materials Iron, Information

"Deed of Arms (Class)"

"Rush (Melee)"

"Shield (Melee)"

"Kamikaze (Monster)" (Interrupt) You may use this Skill as an Interrupt Action whenever your HP would become 0 or less. Prevent that loss of HP, and your HP becomes 1.

V.I.P.

Human

Level 8

Warfare 2

Range 3

Damage 1D6

Defense 12

HP 30

Personality Cunning

Materials Information

"Schemer (Monster)"

"Transfer (Summoning)"

"Asterism (Astrology)"

"Reparations (Monster)" (Permanent) Whenever somebody successfully makes a successful Attack Check against you, increase the Upkeep Cost by 1MG.

Mad Scientist

Human

Level 9

Warfare 1

Range 3

Damage 1D6

Defense 10

HP 32

Personality Cunning

Materials Reagent, Gunpowder, Machinery

"Public Enemy (Monster)"

"Analyze (Science)"

"Antimagic Formula (Science)"

"Logical Blast (Science)"

"Discovery (Monster)" (Assist) You may equip a Rare Item of your choice. Treat its Level as 0.

Labyrinthine Neurotic

Human
Level 9
Warfare 3
Range 0
Damage 1D6
Defense 10
HP 28
Personality Cunning
Materials Reagent, Information

"Command Fairy (Monster)"

"Incarnation (Monster)"

"Swarm Defense (Monster)"

"Demoralize (Monster)"

"Human Dungeonification (Monster)" (Support) Choose a character. Make a Charisma / 15 check. If it succeeds, total all of that character's Hostility Scores. Choose a Monster whose Level is the same as that number. That Monster appears in the Encampment of the Allied Side.

Archmage

Human
Level 12
Warfare 4
Range 0
Damage 1D6
Defense 13
HP 50
Personality Cunning
Materials Reagent, Information

"Command Beast (Monster)"

"Command Aberration (Monster)"

"Shooting Star (Astrology)"

"Asterism (Astrology)"

"Transfer (Summoning)"

"Alias (Summoning)"

"Download (Summoning)"

"Analyze (Science)"

"Archmagic (Monster)" (Permanent) Whenever you must spend Hope in order to use an Astrology, Summoning, or Science Skill, for each point of Hope, reduce your HP by 1 point instead.

Cinder Ella

Human
Level 13
Warfare 8
Range 0
Damage 3D6
Defense 14
HP 48
Personality Foolish
Materials Cloth

"Area Attack (Monster)"

"Deed of Arms (Class)"

"Hoick (Melee)"

"Shield (Melee)"

"Rush (Melee)"

"Glass Slippers (Monster)" (Assist) You may use this Skill whenever you score a critical success on an

attack with a melee weapon. You may make one additional attack with a melee weapon.

Raver Lord

Human

Level 15

Warfare 10

Range 1

Damage 4D6

Defense 12

HP 65

Personality Cunning

Materials Iron

"Public Enemy (Monster)"

"Demonic Blow (Monster)"

"Mailed (Monster)"

"Trot (Monster)"

"Deed of Arms (Class)"

"Rush (Melee)"

"Charge (Melee)"

"Parry (Melee)"

"Legend (Monster)" (Permanent) During Combat, reduce the number of dice that all characters on the Enemy Side roll for checks by 1. This effect is not cumulative.

Construct

Cup Men

Construct

Level 2

Warfare 2

Range 1

Damage 2

Defense 8

HP 3

Personality Cunning

Materials Meat

"Cortex (Monster)"

"Demoralize (Monster)"

"Stretch (Monster)" (Support) Increase the Range of your attacks by 1. This effect lasts until the end of Combat.

Clay Figure

Construct

Level 2

Warfare 2

Range 1

Damage 3

Defense 7

HP 6

Personality Foolish

Materials Reagent, Iron

"Shield (Melee)"

"Grave Guardian (Monster)" (Permanent) Increase the Defense and Damage of Undead Monsters in the same Area as you by 1 point each.

Vampire Veggie

Construct

Level 3

Warfare 3

Range 0

Damage 3

Defense 10

HP 1

Personality Cunning

Materials Wood

"Flying (Monster)"

"Drain (Monster)"

"Charm (Monster)"

"Dazzle (Monster)"

Creeping Coin

Construct

Level 4

Warfare 5

Range 1

Damage 4

Defense 9

HP 8

Personality Steady

Materials Iron

"Flying (Monster)"

"Breath (Monster)"

"Hoick (Melee)"

Gargoyle

Construct

Level 5

Warfare 5

Range 0

Damage 1D6 + 1

Defense 10

HP 15

Personality Cunning

Materials Iron

"Flying (Monster)"

"Cortex (Monster)"

"Surprise (Monster)" (Interrupt) You may use this Skill as an Interrupt Action whenever you lose the Strategy Check at the start of the first Round of Combat. You may act before the Enemy Side.

Rider

Construct

Level 5

Warfare 4

Range 1

Damage 4

Defense 9

HP 15

Personality Cunning

Materials Machinery

"Trot (Monster)"

"Sleep Cloud (Monster)"

"Rodeo (Monster)" (Support) During Combat, choose a Monster in the same Area as you. You may add that Monster's Warfare to your own. If that Monster knows the "Flying," "Trot," "Incognito," or "Cortex" Skills, you may use that Skill. This effect lasts until the end of Combat.

Human Column

Construct

Level 5

Warfare 4

Range 0

Damage 4

Defense 8

HP 14

Personality Strange

Materials Iron, Reagent

"Cortex (Monster)"

"Collapse (Monster)" (Interrupt) You may use this Skill as an Interrupt Action whenever your HP becomes 0 or less. Place a Drop Ceiling in a room of your choice on the Map this Monster is on.

Golem

Construct

Level 6

Warfare 5

Range 0

Damage 1D6 + 1

Defense 9

HP 20

Personality Foolish

Materials Iron, Machinery

"Cortex (Monster)"

"Shield (Melee)"

Demonic Steel

Construct

Level 7

Warfare 8

Range 0

Damage 2D6 + 1

Defense 13

HP 15

Personality Cunning

Materials Iron, Reagent

"Flying (Monster)"

"Cortex (Monster)"

"Area Attack (Monster)"

"Jump (Melee)"

Tiger Butter

Construct

Level 7

Warfare 6

Range 1

Damage 2D6 - 1

Defense 12
HP 20
Personality Steady
Materials Meat, Reagent

"Flanking (Monster)"

"Area Attack (Monster)"

"Plunder (Monster)" (Support) You may use this Skill during Combat. Choose an Item held by a character in the same Area as you. You may steal and use that Item. If your HP becomes 0, that Item returns to its original owner.

Nutcracker

Construct

Level 8

Warfare 6

Range 0

Damage 3D6

Defense 10

HP 30

Personality Foolish

Materials Wood, Reagent

"Public Enemy (Monster)"

"Mailed (Monster)"

"Nutcrack (Monster)" (Permanent) Whenever you score a critical success on an Attack Check, if the target of that attack is male, change their Job to Eunuch.

Red Giant

Construct

Level 10

Warfare 7

Range 1

Damage 1D6 + 1

Defense 10

HP 40

Personality Foolish

Materials Iron, Gunpowder

"Flying (Monster)"

"Cortex (Monster)"

"Area Attack (Monster)"

"Asterism (Astrology)"

"Astral Sword (Astrology)"

"Red Hot (Monster)" (Permanent) At the end of the Round, each other character in the same Area as you takes 1D6 points of damage.

Juggernaut

Construct

Level 11

Warfare 8

Range 0

Damage 3D6

Defense 10

HP 41

Personality Foolish

Materials Wood, Iron

"Demonic Blow (Monster)"

"Charge (Melee)"

"Knock Back (Melee)"

"Collision (Monster)" (Interrupt) You may use this Skill as an Interrupt Action whenever you make a successful attack. Choose a character in the same Area as the target of that attack. That character takes 1D6 points of damage.

Organic Lokomotiv

Construct

Level 12

Warfare 9

Range 0

Damage 5D6

Defense 10

HP 60

Personality Foolish

Materials Iron, Meat

"Cortex (Monster)"

"Area Attack (Monster)"

"Trot (Monster)"

"Charge (Melee)"

"Knock back (Melee)"

"Analyze (Science)"

"Crash! (Monster)" (Assist) You may use this Skill whenever you move. Choose any number of characters in the same Area as you. Each of those characters makes a Warfare / 12 check. You may move each character that fails 2 spaces.

Nameless Apocrypha

Construct

Level 12

Warfare 7

Range 1

Damage 2D6

Defense 14

HP 40

Personality Cunning

Materials Information

"Public Enemy (Monster)"

"Command Construct (Monster)"

"Dazzle (Monster)"

"Page Turner (Monster)" (Interrupt) You may use this Skill as an Interrupt Action whenever somebody spends Hope. The character that spent Hope makes a Charisma / 15 check. If it fails, this round ends, and the next round begins.

Angel

Special Rules for Angel Monsters

This section details special rules for using Angel Monsters. The GM may wish to use these rules to create gods and angels to lead, or punish, the PCs.

Angelic Transformation

When an Angel appears in a scenario, if the GM wishes, that Angel's form may be changed to that of a Human. They may take the form of a human in order to test the faith of their believers, or to hide their form when among those who oppose them. When encountering a transformed Angel, in

order to discern their true form, you can make a Search Check. If there are doubts, in addition to declaring that you wish to determine if someone is an Angel or not, make a Search Check. If it is successful, you learn their true form. However, if you only search the person regularly, and succeed, you will only know that something about them is not quite right.

Treat a transformed Angel's statistics as you would during an Uncertain Encounter. However, an Angel in human form may not use any Monster Skills besides "Public Enemy." Undoing the transformation may be done whenever you wish, as an Interrupt Action.

A transformed Angel may learn one of the following Skills: "Belly-god," "Beauty," "Punk," "Sexy," "Love Affair," "Narcissism," or "Economy." For purposes of the limits on placing Monsters in rooms, treat a transformed Angel as one Level higher.

The Power of Faith

Angels can turn the faith of those who believe in them into energy. If there are any followers of a religion that worships Angels in the same room as an Angel, at the end of a Cycle, they may automatically recover 2D6 HP, or gain 1 point of Hope. If there are multiple objects of worship, only the Angel Monster with the highest level may use this effect.

Special Skills for Angels

The GM may give the following Skills to Angel Monsters whose Level is equal to or greater the Level listed. For purposes of the limits on placing Monsters in rooms, treat a Monster with one of these Skills as one Level higher for each Skill they know.

Grigori (Level 2)

Type	Support
Target	Self
Check	None

During Combat, nobody in the same Area as you may use Summoning Skills. You may not be the target of a Summoning Skill.

Enochian (Level 4)

Type	Permanent
Target	See Below
Check	None

Change the Personality of all Foolish Monsters in the same Area as you to Steady.

Halo (Level 6)

Type	Permanent
Target	Self
Check	None

Increase your HP and Maximum HP by 30.

Punishment (Level 8)

Type	Support
Target	See Below
Check	None

During Combat, choose an Area. Each character in that Area takes [Their Level + 7] points of damage. Each character that takes damage makes a Wit / 9 check. If it succeeds, they reduce the damage they take by the result.

Angel's Wing (Level 10)

Type	Interrupt
Target	Individual
Check	None

You may use this Skill as an Interrupt Action whenever somebody else takes damage. You may reduce that damage by 2D6 points. When you use this Skill, each character on the Enemy Side makes a Charisma / 9 check. Each character that fails reduces their Followers by 1D6.

Waliahyra

Angel

Level 1

Warfare 1

Range 0

Damage 3

Defense 9

HP 1

Personality Steady

Materials Meat

"Flying (Monster)"

"Envoy of Peace (Monster)" (Permanent) Any character who attacks you reduces their Damage by 1 point for the rest of Combat.

Halcyone

Angel

Level 2

Warfare 1

Range 0

Damage 1

Defense 10

HP 2

Personality Cunning

Materials Meat

"Flying (Monster)"

"Past Life (Monster)" (Permanent) During Combat, each time a Monster with "Halcyone" in its name on the Allied Side dies, increase your Damage by 1D6. This effect lasts until the end of Combat.

Mach Penguin

Angel

Level 2

Warfare 3

Range 0

Damage 1D6

Defense 14

HP 2

Personality Foolish

Materials Meat, Iron

"Flying (Monster)"

"Trot (Monster)"

"Charge (Melee)"

Balloon Penguin

Angel

Level 3

Warfare 1

Range 0

Damage 3

Defense 11

HP 2
Materials Personality Strange
Meat, Reagent

"Incognito (Monster)"

"Flying (Monster)"

"Burst (Monster)" (Permanent) Whenever you take damage that would reduce your HP to 0 or less, if that damage would not reduce your HP to exactly 0, each character in the same Area as you takes 1D6 points of damage.

Qupid

Angel

Level 4

Warfare 3

Range 3

Damage 3

Defense 9

HP 3

Personality Strange

Materials Information

"Flying (Monster)"

"Sleep Cloud (Monster)"

"Qupid's Arrow (Monster)" (Support) During Combat, choose two characters on the Battlefield. Each of those characters makes a Charisma / 9 check. If either or both characters fail, both characters increase their Hostility Score towards each other by 1 point.

Nightingale

Angel

Level 6

Warfare 4

Range 1

Damage 6

Defense 12

HP 10

Personality Strange

Materials Reagent, Cloth

"Flying (Monster)"

"Charm (Monster)"

"Beastly Nurse (Monster)" (Support) Choose a character at random. If that character is currently afflicted by a Bad Status, remove it.

Triadic Crow

Angel

Level 7

Warfare 5

Range 0

Damage 2D6

Defense 12

HP 20

Personality Steady

Materials Meat, Reagent

"Flying (Monster)"

"Deed of Arms (Class)"

"Parry (Melee)"

"Stealth (Dungeon)"

"Trinity (Monster)" (Permanent) Whenever you roll the maximum possible damage for an attack, you may make one additional attack (this effect does not activate if you do not roll dice to determine your damage).

Boreas

Angel
Level 8
Warfare 6
Range 0
Damage 2D6
Defense 14
HP 20
Personality Strange
Materials Reagent

"Flying (Monster)"

"Breath (Monster)"

"Anabasis (Monster)"

"Lighting Bolt (Monster)" (Support) Choose an Area. Each character in that Area makes a Wit Check with a difficulty equal to [7 + The Level of Any "Armor" They Have Equipped]. Each character that fails takes [1D6 + The Level of Any "Armor" They Have Equipped] points of damage.

Einherjar

Angel
Level 9
Warfare 9
Range 1
Damage 2D6
Defense 12
HP 30
Personality Cunning
Materials Reagent

"Public Enemy (Monster)"

"Deed of Arms (Class)"

"Exorcism (Class)"

"Sonic Blade (Esoteric)"

"Shield (Melee)"

"Bonds of Fate (Monster)" (Permanent) Choose 1 character from the Enemy Side when you encounter them. Increase your Affection and Hostility Scores towards that character by 5 points each (you may choose the type of each Score). This effect lasts for the rest of the game.

Valkyrie

Angel
Level 10
Warfare 9
Range 1
Damage 1D6 + 4
Defense 14
HP 25
Personality Steady
Materials Iron, Cloth

"Flying (Monster)"

"Cortex (Monster)"

"Command Angel (Monster)"

"Charge (Melee)"

"Shield (Melee)"

"Astral Sword (Astrology)"

Tengu

Angel

Level 11

Warfare 7

Range 0

Damage 2D6 + 2

Defense 15

HP 27

Personality Cunning

Materials Wood, Cloth

"Flying (Monster)"

"Minor Shift (Job)"

"Feathered Fan (Monster)" (Support) Each character in the Area directly in front of the Area you are in moves 1 space in the same direction. Each character that moved makes a Warfare / 11 check. Each character that fails takes 1D6 points of damage.

Bagman

Angel

Level 12

Warfare 8

Range 3

Damage 2D6

Defense 13

HP 40

Personality Cunning

Materials Reagent, Cloth

"Flying (Monster)"

"Drain (Monster)"

"Schemer (Monster)"

"Electrification (Monster)" (Permanent) During Combat, at the end of the Round, each character on the Allied Side recovers 1 HP.

Typhoon

Angel

Level 12

Warfare 8

Range 1

Damage 2D6 + 3

Defense 12

HP 40

Personality Strange

Materials Reagent

"Public Enemy (Monster)"

"Demonic Blow (Monster)"

"Flying (Monster)"

"Knock Back (Melee)"

"Storm (Monster)" (Support) During Combat, deal 2D6 points of damage to each character in every Area besides the Area you are in.

Astraeus

Angel

Level 12
Warfare 7
Range 1
Damage 2D6
Defense 14
HP 30
Personality Cunning
Materials Reagent
"Public Enemy (Monster)"
"Flying (Monster)"
"Jump (Melee)"

"Thunderclap (Monster)" (Support) Choose two Areas that are adjacent to each other. Each character in those Areas equipped with Armor reduces their HP by [2D6 + Armor Level], and, if they are female, cannot use Armor for the rest of Combat.

Jubjub Bird

Angel
Level 13
Warfare 8
Range 1
Damage 3D6 + 3
Defense 13
HP 40
Personality Strange
Materials Meat
"Flying (Monster)"
"Demonic Blow (Monster)"

"Flap (Monster)" (Support) Move up to two spaces in any direction. Deal 2D6 points of damage to each character without "Flying" in the Areas through which you moved.

Bacura

Angel
Level 13
Warfare 7
Range 0
Damage 3D6 + 1
Defense 5
HP 256
Personality Foolish
Materials Iron, Reagent
"Flying (Monster)"
"Knock Back (Melee)"
"Area Attack (Monster)"

"Harden (Monster)" (Permanent) Whenever a character attacks you with a melee weapon, that character takes 1 point of damage.

General Winter

Angel
Level 14
Warfare 9
Range 1
Damage 2D6 + 2
Defense 13
HP 60

Personality Cunning
Materials Iron, Reagent
"Demonic Blow (Monster)"
"Incarnation (Monster)"
"Swarm Defense (Monster)"
"Deed of Arms (Class)"
"Blade Opera (Job)"
"Minor Shift (Job)"

"Blizzard (Monster)" (Interrupt) You may use this Skill as an Interrupt Action whenever another character makes a Support Action. Each other character makes a Warfare Check with a difficulty equal to [Your Level + 5]. Each character that fails halves their current HP.

Ornithopter

Angel
Level 14
Warfare 9
Range 3
Damage 3D6
Defense 12
HP 40
Personality Foolish
Materials Iron, Machinery, Gunpowder
"Flying (Monster)"
"Cortex (Monster)"
"Gunport (Monster)" (Support) During Combat, when you attack, you may attack [HP x 1/10] times. You may only use this effect once per Combat.

Angel of Death

Angel
Level 14
Warfare 10
Range 2
Damage 3D6 + 2
Defense 14
HP 40
Personality Cunning
Materials Reagent
"Public Enemy (Monster)"
"Flying (Monster)"
"Transfer (Summoning)"
"Hourglass of Life (Monster)" (Permanent) At the end of the Round, deal 1D6 points of damage to each character on the Enemy Side.

Thunder Bird

Angel
Level 15
Warfare 11
Range 2
Damage 3D6 + 3
Defense 16
HP 45
Personality Strange
Materials Meat, Leather, Fang
"Flying (Monster)"

"Shield (Melee)"

"Lightning Arrow (Monster)" (Support) You may use this Skill during Combat. Choose one character other than yourself in each Area. Each of those characters reduces their HP by 2D6.

Bethor

Angel

Level 15

Warfare 12

Range 1

Damage 4D6

Defense 15

HP 50

Personality Cunning

Materials Meat, Leather, Fang

"Flying (Monster)"

"Mailed (Monster)"

"Hoick (Melee)"

"Bombing Raid (Monster)" (Support) Each character without "Flying" in the same Area as you makes a Quest / 10 check. Each character that fails takes 1D6 points of damage, and one of their items chosen at random is destroyed.

Flatwoods Monster

Angel

Level 16

Warfare 7

Range 2

Damage 4D6 + 10

Defense 13

HP 50

Personality Foolish

Materials Information

"Demonic Blow (Monster)"

"Hope Eater (Monster)"

"Abduction (Monster)" (Permanent) Whenever you make a successful attack, the target of that attack makes a Wit / 11 check. If it fails, reduce their Followers by 3D6.

Angel of Annunciation

Angel

Level 16

Warfare 8

Range 2

Damage 2D6 + 8

Defense 14

HP 90

Personality Cunning

Materials Cloth, Information

"Public Enemy (Monster)"

"Charm (Monster)"

"Blessed Kiss (Useful)"

"Alignment Attack (Useful)"

"Dolce Vita (Esoteric)"

"Mysteries of Life (Monster)" (Permanent) You may use all Science and Entertainment Skills.

Heaven's Door

Angel
Level 19
Warfare 13
Range 2
Damage 10
Defense 10
HP 400
Personality Cunning
Materials Iron

"Cortex (Monster)"

"Minor Shift (Job)"

"Logical Blast (Monster)"

"Angelic Army (Monster)" (Interrupt) You may use this Skill as an Interrupt Action whenever an Angel character on the Allied Side dies. Place an Angel Monster with a Level less than or equal to that of the character that died in the same Area as you. You may only use this effect 1D6 times per Combat.

Arch Angel

Angel
Level 20
Warfare 14
Range 3
Damage 5D6
Defense 12
HP 100
Personality Foolish
Materials Reagent

"Flying (Monster)"

"Breath (Monster)"

"Command Angel (Monster)"

"Recovery (Monster)" (Assist) You may use this Skill whenever your HP becomes 5 or less. At the end of the Round, you recover all of your HP.

Princess Summer

Angel
Level 24
Warfare 16
Range 3
Damage 6D6
Defense 15
HP 190
Personality Cunning
Materials Reagent

"Flying (Monster)"

"Multiple (Class)"

"Blaze Away (Ranged)"

"Dead Eye (Ranged)"

"Kill Zone (Esoteric)"

"Fireworks (Monster)" (Assist) You may use this Skill whenever you attack. If that attack is successful, each character in the targeted Area moves backwards 1 space.

A Bao A Qu

Angel
Level 30
Warfare 20

Range	4
Damage	6D6 + 8
Defense	20
HP	250
Personality	Cunning
Materials	Reagent
"Public Enemy (Monster)"	
"Flying (Monster)"	
"Hope Eater (Monster)"	
"Area Attack (Monster)"	
"Last Line of Defense (Monster)" (Permanent) Each character in an Allied Area behind the Area you are in may not be the target of attacks, Skills, or Items of the Enemy Side.	

Deep Ones

Special Rules for Deep Ones

This section details special rules for using Deep One Monsters. The GM may wish to use these rules to create evil deities that the PCs can receive powers from, or worship.

Deep One Possession

When a Deep One appears in a scenario, if the GM wishes, that Deep One may possess a human. They can inhabit and control that human, to fulfill their own desires, or perhaps in answer to the human's wish for power.

When encountering a possessed human, in order to discern their true form, you must make a Search Check. If there are doubts, in addition to declaring that you wish to determine if someone is possessed or not, make a Search Check. If it is successful, you learn their true form. However, if you only search the person regularly, and succeed, you will only know that something about them is not quite right.

Treat the statistics of a Deep One that has possessed a human as you would during an Uncertain Encounter. A possessed human may learn one Class, Job, or Advanced Skill of your choice. If a PC is possessed by a Deep One, it is possible to separate them. As a Support Action, make a Charisma Check with a difficulty equal to [5 + Monster Level - The Deep One's Affection Score Towards the Possessed Character]. If it is successful, you may separate the Deep One from your body. If a Deep One becomes separated, it takes [Monster Level]D6 points of damage, and the Skill learned from the possession becomes unlearned.

For purposes of the limits on placing Monsters in rooms, treat a Deep One that has possessed a human as being one Level higher.

The Power of Offerings

Deep Ones may heal their wounds using offerings that are given to them. If somebody in the same room, as a Support Action, spends 1 Material of a type listed in the Materials section of a Deep One's description, that Deep One recovers 1D6 HP.

Special Skills for Deep Ones

The GM may give the following Skills to Deep One Monsters whose Level is equal to or greater the Level listed. For purposes of the limits on placing Monsters in rooms, treat a Monster with one of these Skills as one Level higher for each Skill they know.

Deep One (Level 3)

Type	Permanent
Target	Self
Check	None

You cannot be affected by the Sleep and Poisons Bad Statuses.

Water Fiend (Level 5)

Type	Permanent
Target	Self
Check	None

During Combat, increase your Damage by 1 point for each Deep One in the same Area as you (up to 5 points).

Tentacle (Level 7)

Type	Support
Target	Self
Check	None

You may use this Skill during Combat. Choose a type of attack, and choose [1D6 - 1] characters within its range. You may attack each of those characters.

Breeding (Level 9)

Type	Support
Target	Self
Check	None

You may use this Skill during Combat. Choose any number of a type of Deep One Monster with a Level less than your own. Reduce your HP by [That Monster's HP x The Number Chosen]. Those Monsters appear, Exhausted, in the same Area as you.

Scourge (Level 11)

Type	Support
Target	Kingdom
Check	None

You may use this Skill during Combat. Choose a kingdom. The representative of that kingdom makes a Culture Level check with a difficulty equal to [Your Level]. If it fails, reduce that kingdom's number of Citizens by 4D6.

Goldfish

Deep One

Level	1
Warfare	0
Range	0
Damage	1
Defense	5
HP	5
Personality	Foolish
Materials	Meat
"Flying (Monster)"	
"Shield (Melee)"	

Gunfish

Deep One

Level	2
Warfare	2
Range	3
Damage	1D6
Defense	6
HP	2

Personality Foolish
Materials Meat, Gunpowder
"Incognito (Monster)"
"Dead Eye (Ranged)"
"Covering Fire (Ranged)"

Migrancy Fish

Deep One
Level 3
Warfare 3
Range 0
Damage 1D6
Defense 10
HP 2
Personality Steady
Materials Meat
"Flying (Monster)"
"Hit & Away (Dungeon)"

Grunt Elf

Deep One
Level 3
Warfare 3
Range 0
Damage 1D6
Defense 11
HP 6
Personality Foolish
Materials Reagent
"Ogg (Class)"
"Sneak Through (Dungeon)"

Kappa

Deep One
Level 4
Warfare 4
Range 0
Damage 1D6 + 1
Defense 8
HP 11
Personality Foolish
Materials Wood, Reagent
"Hit & Away (Dungeon)"
"Sneak Through (Dungeon)"
"Knock Back (Monster)"
"Last Ditch Effort (Monster)" (Permanent) Whenever you make a successful attack inside an Encampment, increase your Damage by 1D6.

Love Carp

Deep One
Level 4
Warfare 3
Range 0
Damage 1D6 + 1

Defense 9
HP 14
Personality Cunning
Materials Cloth

"Flying (Monster)"

"Combination (Useful)"

"Deep Love (Monster)" (Permanent) During Combat, increase your Affection Score towards each character on the Allied Side by the number of Unconscious or Dead Allied characters on the Battlefield. This effect lasts until the end of Combat.

Elf

Deep One

Level 5
Warfare 4
Range 1
Damage 1D6 + 1
Defense 10
HP 12
Personality Cunning
Materials Reagent

"Sneak Through (Dungeon)"

"Alias (Summoning)"

"Download (Summoning)"

Icarus

Deep One

Level 6
Warfare 6
Range 1
Damage 1D6 + 2
Defense 10
HP 8
Personality Strange
Materials Meat, Information

"Charge (Melee)"

"Shield (Melee)"

"Iron Courage (Monster)" (Support) During Combat, choose a character equipped with a Star Fragment. Move to the Area that character is in, and deal an amount of damage to each character in that Area equal to the damage of the weapon you are using.

Dark Elf

Deep One

Level 6
Warfare 4
Range 0
Damage 5
Defense 9
HP 12
Personality Cunning
Materials Reagent, Wood

"Shooting Star (Astrology)"

"Transfer (Summoning)"

"Sneak Through (Dungeon)"

"Deep Magic (Monster)" (Permanent) Whenever a character on the Allied Side uses an Astrology or

Summoning Skill, you may change any instance of "Spend 1 Hope" in that Skill's description to "Reduce an Allied character's HP by 1D6."

Dagonoid

Deep One

Level 7

Warfare 6

Range 1

Damage 6

Defense 9

HP 16

Personality Foolish

Materials Fang, Meat

"Cortex (Monster)"

"Poison Blow (Monster)"

"Incognito (Monster)"

"Slippery (Monster)" (Permanent) Whenever a character successfully attacks you, after they deal damage, move them 1 space.

Guardian Seal

Deep One

Level 8

Warfare 7

Range 0

Damage 2D6

Defense 13

HP 30

Personality Strange

Materials Meat

"Cortex (Monster)"

"Tentacle (Deep One)"

"Sacred Guardian (Monster)" (Permanent) During Combat, increase the Defense of all Deep Ones on the Allied Side by 1 point. If you are in a room with a Base, increase the Damage of all your attacks by 1D6 points.

Rokea

Deep One

Level 8

Warfare 7

Range 0

Damage 2D6 + 3

Defense 12

HP 30

Personality Cunning

Materials Meat

"Cortex (Monster)"

"Incognito (Monster)"

"Rush (Melee)"

"Sharkteeth (Monster)" (Permanent) Whenever you make a successful attack, the target of the attack makes a Quest / 9 check. If it fails, they gain the Disoriented Bad Status.

Lamia

Deep One

Level 9

Warfare 7
 Range 1
 Damage 2D6 + 1
 Defense 11
 HP 26
 Personality Cunning
 Materials Reagent
 "Drain (Monster)"
 "Charm (Monster)"
 "Beautiful Form (General)"
 "Sexy (Negotiation)"
 "Galdr (Entertainment)"

Decarabia

Deep One
 Level 9
 Warfare 7
 Range 1
 Damage 1D6 + 6
 Defense 12
 HP 32
 Personality Cunning
 Materials Reagent
 "Cortex (Monster)"
 "Tentacle (Deep One)"
 "Star Wars (Astrology)"
 "Asterism (Astrology)"
 "Hellstar (Monster)"

(Permanent) Other Deep One characters in the same Area as you increase their Range by 2 points.

Angel Fish

Deep One
 Level 10
 Warfare 9
 Range 1
 Damage 2D6 + 3
 Defense 14
 HP 45
 Personality Steady
 Materials Cloth
 "Trot (Monster)"
 "Crowd (Monster)"
 "Sneak Through (Dungeon)"
 "Charge (Melee)"

"Angel Mimicry (Monster)" (Support) During Combat, choose one kind of Angel-type Monster with a Level less than or equal to your own. You choose and learn one Skill known by that Monster. This effect lasts until the end of Combat, and is not cumulative.

Mind Flayer

Deep One
 Level 11
 Warfare 8
 Range 2
 Damage 1D6 + 5

Defense 12
HP 24
Personality Cunning
Materials Reagent

"Incognito (Monster)"

"Drain (Monster)"

"Control Deep One (Monster)"

"Schemer (Monster)"

"Soul Sympathy (Monster)" (Support) During Combat, choose a character on the Battlefield.

Choose one of that character's Hostility Scores. Deal an amount of damage equal to that Hostility Score to each character in the same Area as that character.

Yellow Submarine

Deep One

Level 13

Warfare 9

Range 3

Damage 2D6 + 3

Defense 10

HP 33

Personality Foolish

Materials Iron, Machinery

"Cortex (Monster)"

"Incognito (Monster)"

"Trot (Monster)"

"Area Attack (Monster)"

"Sneak Through (Dungeon)"

"Analyze (Science)"

Thog

Deep One

Level 14

Warfare 10

Range 1

Damage 2D6 + 5

Defense 16

HP 35

Personality Cunning

Materials Meat, Reagent

"Public Enemy (Monster)"

"Command Undead (Monster)"

"Loyalist (Negotiation)"

"Split (Negotiation)"

"Les Miserables (Esoteric)"

"Contract (Monster)" (Interrupt) You may use this Skill as an Interrupt Action whenever somebody suffers a critical failure. Place a Zombie in an Area of your choice.

XX-Jellyfish

Deep One

Level 14

Warfare 10

Range 2

Damage 3D6

Defense 9

HP 36
Personality Foolish
Materials Meat, Reagent
"Area Attack (Monster)"
"Poison Blow (Monster)"
"Call a Doctor (Monster)" (Permanent) At the end of the Round, each character from the Enemy Side in the same Area as you makes a Warfare / 11 check. Each character that fails reduces their Followers by [11 - Result].

Neenean

Deep One
Level 14
Warfare 13
Range 1
Damage 2D6 + 5
Defense 11
HP 60
Personality Strange
Materials Reagent, Leather
"Area Attack (Monster)"
"Demonic Blow (Monster)"
"Mailed (Monster)"
"Public Enemy (Monster)"
"Earthquake (Monster)" (Support) Each character in the Enemy Side's Encampment takes 3D6 points of damage.

Forneus

Deep One
Level 15
Warfare 10
Range 0
Damage 3D6
Defense 15
HP 58
Personality Cunning
Materials Meat, Reagent
"Trot (Monster)"
"Charge (Melee)"
"Sneak Through (Dungeon)"
"Curtain of Darkness (Monster)" (Permanent) Whenever any character in the same Area as you, or 1 Area in either direction, makes an attack, they roll a Wit /12 check. If it fails, their attack targets a random character within range.

Kraken

Deep One
Level 15
Warfare 9
Range 2
Damage 4D6 + 6
Defense 10
HP 65
Personality Strange
Materials Fang, Meat
"Breath (Monster)"

"Area Attack (Monster)"
"Dungeon Tectonics (Job)"

Queen of Dragon Palace

Deep One

Level 18

Warfare 9

Range 2

Damage 4D6

Defense 13

HP 90

Personality Cunning

Materials Cloth, Reagent

"Breath (Monster)"

"Charm (Monster)"

"Rush (Melee)"

"Sonumen (Entertainment)"

"Treasure Box (Monster)" (Permanent) During Combat, each character on the Enemy Side reduces an Ability Score of their choice by 1 point for the rest of the game. If this effect would cause the Ability Score to become negative, that character dies.

Ammon

Deep One

Level 20

Warfare 10

Range 2

Damage 5D6

Defense 9

HP 100

Personality Strange

Materials Reagent, Iron

"Demonic Blow (Monster)"

"Penetration (Monster)"

"Public Enemy (Monster)"

"Powerless (Monster)" (Permanent) Whenever you become the target of a Skill or Ability, if you reduce your HP by 1D6, that attack has no effect.

"Random Fire (Monster)" (Support) Choose three characters within your Range. You may make one attack against each of those characters.

MSM-07

Deep One

Level 20

Warfare 12

Range 2

Damage 5D6 + 5

Defense 10

HP 120

Personality Foolish

Materials Fang, Iron, Meat

"Cortex (Monster)"

"Command Deep One (Monster)"

"Demon Sea (Monster)" (Support) During Combat, each character that is not a Deep One cannot Move. Reduce the results of their Attack Checks and Defense by 2 points each. This effect lasts until the end of Combat, and is not cumulative.

Dagon

Deep One

Level 25

Warfare 16

Range 1

Damage 7D6

Defense 14

HP 240

Personality Cunning

Materials Reagent

"Public Enemy (Monster)"

"Cortex (Monster)"

"Hope Eater (Monster)"

"Breeding (Deep One)"

"Ocean God (Monster)" (Permanent) You may use all Astrology, Summoning, and Science Skills.

Whalenesia

Deep One

Level 30

Warfare 20

Range 0

Damage 8D6 + 10

Defense 8

HP 300

Personality Steady

Materials Meat, Leather, Cloth

"Area Attack (Monster)"

"Sneak Through (Dungeon)"

"Antimagic Formula (Science)"

"Lake Blast (Monster)" (Permanent) Whenever the last digit of your HP becomes 9, deal 2D6 points of damage to each character on the Battlefield with the "Sneak Through" or "Flying" Skills. Choose a Facility or Base on this map at random and destroy it.

Rare Items

Rare Arms Items

Rare Arms Items Table					
Roll 1	Roll 2	Result	Roll 1	Roll 2	Result
1	1	Hollow Point	4	1	Sunshade
	2	Monster Venom		2	Chainsword
	3	Ogrekin's Muffler		3	Evil Eye
	4	Blunderbuss		4	Monster Venom
	5	Luminarrow		5	Fist of Fury
	6	Scutum		6	Emperor's New Armor
2	1	Mawashi	5	1	Bikini Armor
	2	Monster Venom		2	Gleamer
	3	Intelligent Sword		3	Bulimic
	4	Flour		4	Slayer
	5	Scepter		5	Steel Body
	6	Sadistic Domina		6	Battering Ram
3	1	Stuffed Animal	6	1	Reaper
	2	Magic Wand		2	Stinger
	3	Monster Venom		3	Gold Mattock
	4	Astral Cloth		4	Murasama
	5	Holy Symbol		5	Steam Mail
	6	Berserker		6	Excalibur

Hollow Point

Rare Arms Item

Cost (1)

Type Assist

Target Self

Check None

Materials Iron x 5, Reagent x 10

Level None

You may use this Item whenever you make an attack with a ranged weapon. If an attack using this item is successful, when you deal damage to the target, that character becomes Exhausted. This item disappears when used. If your Job has access to the Ranged Skill Group, when you use this item, roll 1D6. If the result is a 6, this item does not disappear.

Monster Venom

Rare Arms Item

Cost (1)

Type Assist

Target Self

Check None

Materials Reagent x 10, Information x 10

Level None

When you receive this item, choose a monster with the "Poison Blow" skill, and choose one skill that

monster knows. You may use this item whenever you make an attack. If an attack using this item is successful, when you deal damage to the target, if that target knows the chosen skill, for the rest of combat, they forget that skill. You may cause the target to gain the Poison bad status. This item disappears when used.

Ogrekin's Muffler

Rare Arms Item

Cost (1)
Type Equipable
Target Self
Check Charisma / Target's Level + 7
Materials Cloth x 5
Level 0-10

Whenever you become the target of an attack from a monster with the word "Ogrekin" in its name, make the above check. If it is successful, prevent that attack, and recover 1 point of Drive. This item starts at Level 0. Increase the number of points of Drive recovered by 1 per Level.

Blunderbuss

Rare Arms Item

Cost (1)
Type Equipable
Target Self
Check None
Materials Machinery x 5, Gunpowder x 10
Level 0-10

Ranged Weapon Range: 1 Damage: Special

If an attack with this weapon is successful, it deals the same amount of damage to each character in the targeted Area. To determine the damage, roll 1D6; if the result is odd, its damage is 6, if the result is even, the attack fails. This item may not be used two rounds in a row. This item starts at Level 0. Increase its damage if an odd number is rolled by 2 points per Level.

Luminarrow

Rare Arms Item

Cost (1)
Type Assist
Target Self
Check None
Materials Reagent x 2, Fang x 2
Level None

You may use this Item whenever you make an attack with a ranged weapon. When you use this item, you may make an attack against a target who is not within the range of a Star Fragment. If that attack is successful, for the rest of combat, treat the target of that attack as if they are holding a Level 1 Star Fragment. This item disappears when used. If your Job has access to the Ranged Skill Group, when you use this item, roll 1D6. If the result is odd, this item does not disappear.

Scutum

Rare Arms Item

Cost (2)
Type Equipable
Target Self
Check None
Materials Iron x 10, Wood x 20
Level 0-10

Whenever you take damage, reduce that damage by 1 point (this effect is not cumulative, and the

damage cannot be reduced below 1 point). Each allied character in an Area behind the one that you are in increases their Defense by 1 point. This item starts at Level 0. Increase the amount that Defense is increased by 1 point per Level.

Mawashi

Rare Arms Item

Cost (2)
Type Equipable
Target Self
Check None
Materials Cloth x 5, Leather x 5
Level None

Whenever you have the Obese bad status, increase the Damage of their melee weapons by 1D6 points, and the learn the "Knock Back" skill. If an Obese character who already knows the "Knock Back" skill equips this item, if they deal damage to their target, they may move them back 2 spaces.

Intelligent Sword

Rare Arms Item

Cost (2)
Type Equipable
Target Self
Check None
Materials Iron x 5, Reagent x 5
Level 0-10

Melee Weapon Range: 1 Damage: 1D6-1

You may use this item to Interrupt whenever somebody makes an attack. Spend 1 Hope, and increase your Defense by an amount equal to your Warfare for the rest of the round. This item starts at Level 0. Increase its damage by 1 point per Level.

Flour

Rare Arms Item

Cost (2)
Type Support
Target Self
Check None
Materials Wood x 5
Level None

You may use this item during combat. Deal 1D6 points of damage to each character on the Battlefield. This item disappears when used.

Scepter

Rare Arms Item

Cost (3)
Type Equipable
Target Individual
Check None
Materials Cannot be Crafted
Level 0-10

Melee Weapon Range: 0 Damage: 3

This item may only be equipped by a King. You may use this item to Interrupt whenever somebody makes an action check. Spend any number of points of Drive. For each point of Drive spent, you may increase the result of that check by 1 point. This item starts at Level 0. Increase its damage by 1 point per Level.

Sadistic Domina

Rare Arms Item

Cost (3)

Type Equipable

Target Self

Check None

Materials Leather x 20

Level None

Melee Weapon Range: 1 Damage: 1D6-1

If an attack using this weapon is successful, when you deal damage to the target, you may increase the target's Affection and Hostility Scores towards you by 1 point each. This effect may only be used once per combat.

Stuffed Animal

Rare Arms Item

Cost (3)

Type Equipable

Target Self

Check None

Materials Cloth x 10, Reagent x 10

Level 0-10

Melee Weapon Range: 0 Damage: 4

Whenever you make an attack using this weapon, you may substitute your Charisma for your Warfare. This item starts at Level 0. Increase its damage by 1 point per Level.

Magic Wand

Rare Arms Item

Cost (3)

Type Equipable

Target Self

Check None

Materials Wood x 10, Reagent x 10

Level 0-10

Ranged Weapon Range: 3 Damage: 1

This item may only be equipped and used by a character whose Job has access to the Astrology or Summoning Skill Groups. You may, whenever you wish, spend 1 Hope to change this item's damage to 1D6+2 for the rest of that combat. This item starts at Level 0. Increase its damage by 1 point per Level.

Astral Cloth

Rare Arms Item

Cost (3)

Type Assist

Target Self

Check None

Materials Iron x 30, Reagent x 30

Level None

When you receive this item, choose one category of monster, and choose one type of monster at random from that category. You may use this item during combat. Change your Ability Scores and Skills to those of the chosen monster (if that monster has the "Public Enemy" skill, only your Ability Scores change). If, at the end of the cycle, you do not reduce your HP by an amount equal to that monster's level, your stats return to normal. You may only use this effect once per game. When you equip this item, you cannot unequip it unless you become the target of the "Blessed Kiss" skill.

Holy Symbol

Rare Arms Item

Cost (4)
Type Equipable
Target Self
Check None
Materials Fang x 5, Reagent x 5
Level 0-10

Ranged Weapon Range: 2 Damage: 1

Whenever you attack a character with the “Undying Body” skill using this item, increase its damage by 1D6 points, and prevent the effect of the “Undying Body” skill for the rest of that round. An Oracle or Exorcist may use this item as a melee weapon. This item starts at Level 0. Increase either its range or its damage by 1 point per Level.

Berserker

Rare Arms Item

Cost (4)
Type Equipable
Target Self
Check None
Materials Leather x 20, Fang x 10
Level None

Whenever you take damage, decrease that damage by 1 point (this effect is not cumulative, and the damage cannot be reduced below 1 point). Increase your weapons' damage by 1D6 points. During combat, you act as if you were a monster with the Foolish personality.

Sunshade

Rare Arms Item

Cost (4)
Type Equipable
Target Self
Check None
Materials Cloth x 10, Leather x 10
Level None

Melee Weapon Range: 0 Damage: 3

Whenever you become the target of an Astrology, Summoning, Science, or Monster skill, roll 1D6. If the result is 6, that skill has no effect.

Chainsword

Rare Arms Item

Cost (4)
Type Equipable
Target Self
Check None
Materials Iron x 10, Machinery x 15
Level 0-10

Melee Weapon Range: 0 Damage: 1D6+2

If an attack using this item is successful, when you deal damage to the target, choose 1 item that character is holding at random. You may destroy that item. This item starts at Level 0. Increase its damage by 1 point per Level.

Evil Eye

Rare Arms Item

Cost (4)
Type Equipable

Target Self
Check None
Materials Meat x 10, Reagent x 10
Level 0-10

Whenever your current number of HP are odd, increase the damage of your weapons by 2 points. This item starts at Level 0. Increase the damage of your weapons by 1 point per Level.

Fist of Fury

Rare Arms Item

Cost (4)
Type Equipable
Target Self
Check None
Materials Cannot be Crafted
Level 0-10

Melee Weapon Range: 0 Damage: 2

For each 2 points of Drive you currently have, increase this items range by 1 point, and its damage by 1D6 points. You may not use this item if you have any other Arms Items in any of your other Item Slots. This item starts at Level 0. Increase its damage by 1 point per Level.

Emperor's New Armor

Rare Arms Item

Cost (4)
Type Equipable
Target Self
Check None
Materials Cloth x 10, Reagent x 10
Level 0-10

This item requires 2 Item Slots to equip. Increase your Defense by 3 points (this effect is not cumulative). This item starts at Level 0. Increase your Defense by 1 point per Level.

Bikini Armor

Rare Arms Item

Cost (4)
Type Equipable
Target Self
Check None
Materials Iron x 10, Reagent x 10
Level None

Whenever you take damage, you may prevent that damage. This item disappears when used.

Gleamer

Rare Arms Item

Cost (5)
Type Equipable
Target Self
Check None
Materials Iron x 20, A Monster Citizen "Red Giant"
Level 0-10

Melee Weapon Range: 0 Damage: 1D6

This item's Level is equal to your Level. Treat it as a Star Fragment with a Light Level equal to [Your Level x 1/2]. This item starts at Level 0. Increase its damage by 1 point per Level.

Bulimic

Rare Arms Item

Cost (5)
Type Equipable
Target Self
Check None
Materials Iron x 20, Reagent x 20, A Monster Citizen "Mind Flayer"
Level None

Melee Weapon Range: 0 Damage: 2D6-2

If an attack using this item is successful, when you deal damage to the target, recover a number of HP equal to the amount of damage dealt. If, at the end of combat, your HP is not equal to its maximum value, you lose 1 point of Drive. If you cannot lose a point of Drive, reduce the Voices of the People by 1.

Slayer

Rare Arms Item

Cost (5)
Type Equipable
Target Self
Check None
Materials Iron x 10, Reagent x 15
Level 0-10

Melee Weapon Range: 0 Damage: 1D6+1

When you receive this item, choose a category of monster. If the target of an attack using this weapon is from that category, increase this weapon's damage by 1D6 points. This item starts at Level 0. Increase its damage by 1 point per Level.

Steel Body

Rare Arms Item

Cost (5)
Type Equipable
Target Self
Check None
Materials Iron x 20, Machinery x 30
Level None

Increase your Quest and Warfare by 1 point each. Whenever you take damage, reduce that damage by 1 point (it cannot be reduced below 1 point). Reduce your Capacity by 1 point, and your Relationship Scores cannot be greater than your Level. You cannot unequip this item. If a Steel Body in your Item Slots is destroyed, your HP becomes 0, and you become Unconscious.

Battering Ram

Rare Arms Item

Cost (5)
Type Equipable
Target Self
Check None
Materials Iron x 5, Wood x 10
Level 0-10

Melee Weapon Range: 0 Damage: 1D6

This item requires 2 Item Slots to equip. Whenever you attack a Base, increase this weapon's damage by 1D6 points. If you reduce your Followers by 1D6 before you make an attack check with this weapon, increase its damage by the number you reduced your Followers by. This item starts at Level 0. Increase its damage by 1 point per Level.

Reaper

Rare Arms Item

Cost (5)
Type Equipable
Target Self
Check None
Materials Iron x 10, Reagent x 10, A "Death" Monster Citizen
Level 0-10

Melee Weapon Range: 0 Damage: 1D6+2

This item has a Capacity of 1, that you may store a point of Drive in. Whenever you attack a character and reduce their HP to 0 or less, this item gains 1 point of Drive. You may use this point of Drive freely. You may also transfer your own Drive to this item. This item starts at Level 0. Increase its Capacity by 1 point per Level.

Stinger

Rare Arms Item

Cost (6)
Type Equipable
Target Self
Check None
Materials Iron x 15, Fang x 15
Level 0-10

Melee Weapon Range: 1 Damage: 2D6

If you spend 1 Hope, you may prevent the effect of any "Cortex" or "Mailed" skill known by the target of an attack using this item. This item starts at Level 0. Increase its damage by 1 point per Level.

Gold Mattock

Rare Arms Item

Cost (6)
Type Equipable
Target Self
Check None
Materials Iron x 20
Level None

Melee Weapon Range: 0 Damage: 1D6

When determining damage, if this item's damage is less than your Quest, its damage becomes equal to your Quest. If your Job is Daedalist or any Job with access to the Dungeon Skill Group, increase your Quest by 1 point. This effect is not cumulative.

Murasama

Rare Arms Item

Cost (7)
Type Equipable
Target Self
Check None
Materials Iron x 50, Reagent x 20, Wood
Level 0-10

Melee Weapon Range: 0 Damage: 1D6

Whenever you make an attack using this weapon, and score a critical hit, instead of rolling on the Crushing Blow Table, you may double the amount of damage dealt. This item starts at Level 0. Increase its damage by 1 point per Level.

Steam Mail

Rare Arms Item

Cost (8)

Type	Equipable
Target	Self
Check	None
Materials	Iron x 40, Machinery x 30, Reagent x 10
Level	0-10

This item requires 2 Item Slots to equip. Increase your Maximum HP by 10 points, and the damage of all your melee weapons by 1 point. During the Camp step, if you spend 1 Machinery, recover 1D6 HP. This effect is not cumulative. This item starts at Level 0. Increase your Maximum HP by 2 points per Level.

Excalibur

Rare Arms Item

Cost	(10)
Type	Equipable
Target	Self
Check	None
Materials	Cannot be Crafted
Level	0-10

Melee Weapon Range: 0 Damage: 1

You may use this item to Interrupt whenever you like. Spend 1 Hope. For the rest of the round, you may increase this item's damage by [Item Level] D6. This item starts at Level 0. Increase its damage by 1 point per Level.

Rare General Items

Rare General Items Table					
Roll 1	Roll 2	Result	Roll 1	Roll 2	Result
1	1	Blue Ribbon	4	1	Book of Satori
	2	Stigmata		2	Wriggle Rope
	3	Mounting		3	Thieves' Tools
	4	Fool's Crest		4	Name Card
	5	Name Card		5	Coffin
	6	Seed Stock		6	Camera
2	1	Perfume	5	1	Mysterious Egg
	2	Name Card		2	Bouquet
	3	Smoke Grenade		3	Analyze Specs
	4	Bad Name		4	Hazard King's Relic
	5	Straw Doll		5	Experience
	6	Power Bait		6	Saddle
3	1	Queen's Mirror	6	1	Meat of Infinity
	2	Phonograph		2	Regalia
	3	Name Card		3	Satellite Belt
	4	Star Cage		4	Referee's Fan
	5	Crystal Ball		5	Holy Grail
	6	11-foot Pole		6	Love

Blue Ribbon

Rare General Item

Cost (0)

Type Support

Target Court

Check None

Materials Cannot be Crafted

Level None

You may use this item in a room with an Elevator. The entire Court returns to the Kingdom.

Stigmata

Rare General Item

Cost (0)

Type Equipable

Target Self

Check None

Materials Cannot be Crafted

Level None

When you receive this item, choose either Angel or Deep One. If you chose Angel, whenever you attack a Deep One, increase your weapon's damage by 1D6 points, and whenever you attack an Angel, you take 1D6 points of damage. If you chose Deep One, whenever you attack an Angel, increase your weapon's damage by 1D6 points, and whenever you attack a Deep One, you take 1D6 points of damage. When you equip this item, you cannot unequip it unless you become the target of the "Blessed Kiss" skill.

Mounting

Rare General Item

Cost (0)
Type Assist
Target Court
Check Wit / Monster Level + 7
Materials Cannot be Crafted
Level None

You may only receive this item after winning a combat. If you receive this item at random, choose another item at random. Choose one monster that you fought against in that combat. During the Treasury Meeting step of the Kingdom Phase or the End Phase, make the above check. If it is successful, this item disappears, and you gain [Monster Level] MG.

Fool's Crest

Rare General Item

Cost (0)
Type Assist
Target Self
Check None
Materials Cannot be Crafted
Level None

Increase each of your Ability Scores by 1 point. If a member of the Court is equipped with this item, whenever the Court rolls a check using a Kingdom Attribute, change the result of the highest die rolled to a 1. If more than one character is equipped with this item, change that many of the results of the highest dice rolled to 1s. When you equip this item, you cannot unequip it unless you become the target of the "Blessed Kiss" skill.

Name Card

Rare General Item

Cost (1)
Type Assist
Target Self
Check None
Materials Information x 5
Level 0-10

You may use this item whenever you use a Negotiation skill that requires a check. Increase the result of that check by 2 points. This item starts at Level 0. Increase the result of the check by 1 point for each Level.

Seed Stock

Rare General Item

Cost (1)
Type Plan
Target Map
Check None
Materials Cannot be Crafted
Level None

You may use this item during the Dungeon Phase. Whenever you are holding this item and move through an Explored room, a Random Encounter will always occur. When you use this item, you may place a "Farm" in the room you are in. If that map becomes part of your Kingdom's territory, increase the number of Citizens in the Kingdom by 2D6. This item disappears when used.

Perfume

Rare General Item

Cost (1)

Type	Support
Target	Individual
Check	Charisma / Target's Level + 9
Materials	Reagent x 10
Level	None

Choose a monster on the Battlefield. If the above check is successful, you may change that monster's Personality to Foolish. This effect lasts until you enter the same Area as the target. This item disappears when used.

Smoke Grenade

Rare General Item

Cost	(1)
Type	Assist
Target	Self
Check	None
Materials	Gunpowder x 5
Level	None

You may use this item during combat. You may make a Flee check even if all the allied characters are not in the Encampment. This item disappears when used. If you are a Ninja, roll 1D6. If the result is odd, this item does not disappear.

Bad Name

Rare General Item

Cost	(1)
Type	Assist
Target	Self
Check	None
Materials	Information x 10
Level	None

You may use this item during combat. When you use this item, if you are within the range of any monsters whose Personality is Foolish or Steady, they will attack you first (if two or more characters use a "Bad Name," choose one at random). This effect lasts until the end of combat.

Straw Doll

Rare General Item

Cost	(2)
Type	Plan
Target	Individual
Check	Charisma / 11
Materials	Wood x 5, Reagent x 5
Level	None

Choose a character towards whom you have a Hostility Score of 1 or higher. If the above check is successful, deal [1 + Your Hostility Score Towards That Character] D6 points of damage to that character. This item disappears when used.

Power Bait

Rare General Item

Cost	(2)
Type	Support
Target	Individual
Check	None
Materials	Meat x 50
Level	None

During combat, choose a monster on the battlefield, or during the Kingdom Phase, choose a Monster

Citizen. You may change that monster into a monster from the same category with the next highest level. This effect is permanent. This item disappears when used.

Queen's Mirror

Rare General Item

Cost (2)

Type Plan

Target Court

Check None

Materials Information x 10, Reagent x 10

Level None

You may make the GM tell you the name and stats of the highest level character to appear in the scenario.

Phonograph

Rare General Item

Cost (2)

Type Assist

Target Court

Check None

Materials Machinery x 10

Level None

You may use this item during the Dungeon Phase. Roll 2D6. Whenever you would roll on a Rest Table or a Happening Table during this Quarter, treat the result as if it were the number you rolled when you used this item.

Star Cage

Rare General Item

Cost (2)

Type Equipable

Target Self

Check None

Materials Wood x 5, Iron x 5

Level 0-10

You may hold 3 Star Fragments in the Item Slot this item is equipped in. This item starts at Level 0. Increase the number of Star Fragments it can hold by 1 per Level.

Crystal Ball

Rare General Item

Cost (2)

Type Support

Target Self

Check None

Materials Iron x 5, Reagent x 5

Level None

Choose a type of fortune, either "work," "money," or "love," and roll 1D6. If you chose work, if the number rolled is odd, increase the number of Citizens by 1D6; if it is even, decrease the number of Citizens by 1D6. If you chose money, if the number rolled is odd, halve the Upkeep Cost; if it is even, double the Upkeep Cost. If you chose love, if the number rolled is odd, a character of your choice increases their Affection Score towards you by 3 points; if it is even, a character of your choice increases their Hostility Score towards you by 3 points. This item may only be used once per game.

11-foot Pole

Rare General Item

Cost	(2)
Type	Assist
Target	Self
Check	None
Materials	Wood x 11
Level	None

You may use this item when you make a Search Check during the Camp step. If that Search Check is successful, you learn all of the Traps in that room and all of the corridors connected to that room (they are not considered “discovered” and do not activate, nor can they be Disarmed. In order to do that, you must succeed on another Search Check). This item disappears when used.

Book of Satori

Rare General Item

Cost	(2)
Type	Plan
Target	Self
Check	None
Materials	Reagent x 5, Information x 10
Level	None

You may change your current Job to a Job of your choice. This effect is permanent. This item disappears when used. When you change Jobs, change your Job Skill and Ability Score Bonus to that of the new Job. In order to change to an Advanced Job, you must meet the requirements for that Job.

Wriggle Rope

Rare General Item

Cost	(3)
Type	Support
Target	Plan
Check	Quest / Target's Level + 7
Materials	Cloth x 5, Wood x 5
Level	None

Choose a character on the battlefield. If the above check is successful, move that character to the Area you are currently in.

Thieves' Tools

Rare General Item

Cost	(3)
Type	Support
Target	Self
Check	Quest / Trap Level + 11
Materials	Machinery x 20, Iron x 20
Level	None

Spend 1 Hope, and make the above check. If it is successful, you may disarm a Trap that is “Impossible” to disarm.

Coffin

Rare General Item

Cost	(3)
Type	Equipable
Target	Individual
Check	None
Materials	Wood x 10, Reagent x 10
Level	None

You may place a Dead character in this item. A character placed in a Coffin, if they spend 1 Voice of the

People, may use an Assist or Interrupt Action.

Camera

Rare General Item

Cost (3)

Type Assist

Target Court

Check None

Materials Machinery x 20

Level None

You may use this item when you Level Up. Each member of the Court chooses 1 character present.

When resetting Relationship Scores, do not count your Affection or Hostility Scores towards the chosen character when calculating the total scores.

Mysterious Egg

Rare General Item

Cost (3)

Type Assist

Target Kingdom

Check None

Materials Cannot be Crafted

Level None

You may use this item during the End Phase. Roll 1D6. Choose a monster whose Level is equal to the number rolled. You may make that monster a Monster Citizen. This item disappears when used.

Bouquet

Rare General Item

Cost (3)

Type Permanent

Target Self

Check None

Materials Wood x 15

Level None

You may use this item to Interrupt whenever another character suffers a critical failure. You each increase your Affection Scores towards each other by 1 point, and change their subtype to Love. You may not unequip this item. Whenever a character equipped with this item becomes Lovers with another character, transfer this item to another member of the Court who is not Lovers with someone. If you cannot transfer this item to anyone, it is destroyed.

Analyze Specs

Rare General Item

Cost (4)

Type Equipable

Target Self

Check None

Materials Machinery x 10, Information x 20

Level None

Whenever you use a Science skill that requires you to spend Hope, instead of 1 point of Hope, you may reduce your HP by 1D6. If a Doctor equips this item, they may change the damage bonus granted by their "Monsterology" to 1D6 points.

Hazard King's Relic

Rare General Item

Cost (4)

Type	Equipable
Target	Map
Check	None
Materials	Cannot be Crafted
Level	None

When you receive this item, choose one room from that scenarios map(s) at random. Switch the positions of that room and the room the Court is currently in. Then, you may exchange this item for a Rare Item of your choice.

Experience

Rare General Item	
Cost	(4)
Type	Assist
Target	Self
Check	None
Materials	Cannot be Crafted
Level	None

You may use this item whenever you Level Up. Instead of learning a new Skill, you may increase an Ability Score of your choice by 1 point. This item disappears when used.

Saddle

Rare General Item	
Cost	(4)
Type	Equipable
Target	Self
Check	Charisma / 10
Materials	Wood x 10, Leather x 10
Level	None

Choose a Monster Citizen in the Kingdom and record its name in the Item Slot this item is equipped in. For the rest of the game, you may treat that monster as a "Ride" (the Item Slot cannot be used). If that monster knows the "Flying," "Trot," "Sneak Through," "Hit & Away," or "Incognito" skills, you may use that skill. If any of those skills are Assist or Interrupt skills, you may not use them if you do not succeed on the above check.

Meat of Infinity

Rare General Item	
Cost	(5)
Type	Plan
Target	Court
Check	None
Materials	Meat x 20, Reagent x 20
Level	None

Each member of the Court recovers 1 HP. When you use this item, treat the Court as if they had used a "Lunch" or "Full Course." Each time you use this item, roll 1D6. If you roll a 6, this item disappears.

Regalia

Rare General Item	
Cost	(5)
Type	Equipable
Target	Self
Check	None
Materials	Cannot be Crafted
Level	None

You may use this item whenever you purchase territory during the Treasury Meeting step of the End

Phase. If the territory you are purchasing is a map that is adjacent to the Kingdom, reduce its cost by 3MG.

Satellite Belt

Rare General Item

Cost (5)

Type Equipable

Target Self

Check None

Materials Reagent x 10, Iron x 10, A Monster Citizen "Celestial"

Level 0-10

Whenever you take damage, you may have this item take damage instead of you. This item has 10 HP. If its HP becomes 0 or less, it is destroyed. If an Astrologist equips this item, increase their weapons' damage by [This Item's Level x 1/2] points. This item starts at Level 0. Increase its HP by 2 points per Level.

Referee's Fan

Rare General Item

Cost (5)

Type Equipable

Target Self

Check None

Materials Wood x 20, Reagent x 30

Level None

You may roll 1 additional die on Strategy Checks. Choose any two of the dice rolled to calculate the result.

Holy Grail

Rare General Item

Cost (10)

Type Interrupt

Target Court

Check None

Materials Cannot be Crafted

Level None

You may use this item to Interrupt whenever the entire Court is wiped out. Each member of the Court is restored to 1 HP, and recovers a number of points of Drive equal to their Capacity. This item disappears when used.

Love

Rare General Item

Cost (-)

Type Equipable

Target Self

Check None

Materials Cannot be Crafted

Level 0-10

Increase your Capacity by 1 point. You may equip a number of this item equal to the number of characters you have Special Relationships with. This item starts at Level 0. Increase your Capacity by 1 point per Level.

Advanced Jobs

Advanced Jobs

Advanced Jobs are a special category of Jobs. They can only be acquired by those who have increased their strength and spirit through adventuring. They are the goal of many Landmakers. Treat them as you would regular Jobs, except that it is necessary to complete adventures to gain them. These jobs cannot be acquired during character creation.

Changing Jobs to an Advanced Job

A PC who wishes to have an Advanced Job must meet that Job's requirements, and use a Training Center facility. An Advanced Job's Ability Score bonus is equal to 2 points; apply both of them. In the case of the Prisoner Advanced Job, the GM determines whether the requirements to change to that job have been met.

Servants

As long as they meet the requirements for both of them, a character with the Servant Class may have two Advanced Jobs.

Changing Talents to Advanced Jobs

In order to gain a Talent with an Advanced Job, you must use the Passage of Time rules in the Kingdom Book. Choose one Talent, and roll 2D6. After resolving the effect of the roll on the Time Passage Table, roll a D66 on the Advanced Job Table. Change that Talent's Job to the result rolled.

Advanced Job Table					
Roll	Result	Roll	Result	Roll	Result
11	Hero	23	Warzard	36	Vakeel
12	Idol	24	Gladiator	44	Prisoner
13	Producer	25	Alchemist	45	Sorcerer
14	Exorcist	26	Highlord	46	Inquisitor
15	Witch	33	Traitor	55	Demigod
16	Beast Tamer	34	Crime Lord	56	DD
22	Vulcanus	35	Jehu	66	Dungeon Master

Esoteric Skills

In addition to the Skill Groups listed in their description, Advanced Jobs also have access to the Esoteric Skill Group. In order to learn an Esoteric Skill, it is necessary to know the prerequisite skills. For more information, see the Esoteric Skills section of the Kingdom Book.

Hero

Requirements Level 3+; 2+ Medals

Ability Score Bonus Charisma, Warfare

Skill Groups Melee, Astrology, Useful

Effect as a talent (Permanent) Whenever a member of the Court scores a critical success, that character recovers 1D6 HP (this effect is not cumulative).

Valiant Being

Job Skill

Type Interrupt

Target Self
Check Warfare / Attack Check Result

You may use this Skill as an Interrupt Action whenever you are attacked. Spend 1 Hope, choose a weapon, and make the above check. If it is successful, prevent the damage from that attack, and deal that weapon's damage to the attacker.

Idol

Requirements Level 2+; 1+ Medals; know at least 1 Entertainment Skill
Ability Score Bonus Charisma + 2
Skill Groups Negotiation, Useful, Entertainment
Effect as a talent (Permanent) Whenever a member of the Court scores a critical success, gain 1 MG.

Fan

Job Skill
Type Permanent
Target Kingdom
Check None

Increase the maximum Voices of the People by [Followers x 1/10] (during the Distributing Followers step of the Kingdom Phase, this also increases the current Voices of the People).

Producer

Requirements Level 2+; know either the "Scout" or "Multitask" Skills
Ability Score Bonus Wit + 2
Skill Groups Negotiation, Item
Effect as a Talent (Permanent) Whenever a member of the Court scores a critical success, gain 1 Voice of the People (this effect is not cumulative).

Produce

Job Skill
Type Interrupt
Target Individual
Check None

You may use this Skill as an Interrupt Action whenever another character's Relationship Score increases. Spend 1 Hope, and choose a character. Change the target of that Relationship Score increase to the chosen character.

Exorcist

Requirements Level 3+; 1+ Medals; a Hostility Score of 1+ towards a Monster
Ability Score Bonus Wit, Warfare
Skill Groups Negotiation, Item
Effect as a Talent (Interrupt) You may use this effect as an Interrupt Action whenever the Kingdom is attacked by Monsters. Deal 1D6 points of damage to a Monster of your choice.

Exorcism

Job Skill
Type Support
Target See Below
Check Wit / 11

Make the above check. If it is successful, at the end of the cycle, you may deal 3 points of damage to each character with the "Public Enemy" Skill. If, at the end of the cycle, you reduce your HP by 1D6, you may continue this effect into the next Round. If any characters hold a Hostility Score towards a character damaged this way, increase the damage by an amount equal to their Hostility Score towards that character.

Witch

Requirements Level 3+; 1+ Medals; equipped with an Animal Companion or Broom
Ability Score Bonus Charisma, Quest
Skill Groups Astrology, Summoning, Item
Effect as a Talent (Interrupt) During the Setup Phase, choose a character. You may use this effect as an Interrupt Action whenever that character is attacked by a Monster. If that character can spend 1D6 Materials of any one type listed in the Material section of the Monster's description, that Monster gains either the Cursed, Obese, or Sleep Bad Status.

Witchcraft

Job Skill

Type Interrupt
Target See Below
Check None

You may use this Skill as an Interrupt Action whenever somebody takes damage. Spend 1 Hope, and choose a character other than the one that took damage. You may give those two characters a Special relationship. This effect lasts until the end of the Quarter.

Beast Tamer

Requirements Level 3+; have Monster Citizens in the Kingdom; have an Affection Score of 1+ towards a Monster
Ability Score Bonus Charisma, Quest
Skill Groups Summoning, Negotiation
Effect as a Talent (Permanent) When you receive this Talent, choose a category of Monster. Whenever a Monster of that category becomes a Monster Citizen, choose a Job at random using the Birth Table, and that Citizen is treated as a Talent with that Job.

Beast Handling

Job Skill

Type Permanent
Target See Below
Check Quest / 7 + Monster Level

If you have taken Monster Citizens into the Dungeon, at the start of Combat, make the above check. If it is successful, you may place one of those Monsters on the Allied Side in an Area of your choice. When it is your turn in Combat, you choose whether you or the Monster moves and acts. When you are controlling the Monster, you must abide by the rules for its Personality type (you may use Interrupt and Assist Skills freely).

Vulcanus

Requirements Level 3+; know either the "Composition" or "Patch-up" Skills; have a Blacksmith Facility in the Kingdom
Ability Score Bonus Quest, Warfare
Skill Groups Science, Dungeon, Item
Effect as a Talent (Permanent) When you receive this Talent, choose an Item. When you increase the Level of that Item using a Blacksmith Facility, you only require [Next Level x 3] Materials.

Celebrated Weapon

Job Skill

Type Plan
Target Item
Check Quest / 9 + Item Level

Choose an Arms Item equipped by somebody in the Court and make the above check. If it is successful,

that Item becomes "Instilled," if it fails, that Item is destroyed. Whenever an Attack Check using an Instilled Item scores a critical success, increase that Item's Level by 1 permanently (to a maximum of the Level of the character equipped with it). The Instilled effect lasts until the end of the game.

Warzard

Requirements Level 3+; have either the Doctor or Drone Jobs
Ability Score Bonus Wit + 2
Skill Groups Astrology, Negotiation, Useful
Effect as a Talent (Interrupt) You may use this effect as an Interrupt Action whenever a Strategy Check succeeds and the Allied Side goes first. The Allied Side now acts second, and choose a member of the Court. That character may act twice (non-movement) that Round. This effect may only be used once per game.

Operation

Job Skill

Type Interrupt
Target See Below
Check None

During the Kingdom Phase, choose a type of Item, Skill, Base, or Trap, and record its name. You may use this Skill as an Interrupt Action whenever it is used during the game. Reveal the chosen article, and it has no effect. Each member of the Court recovers all their Drive. You may only use this effect once per game.

Gladiator

Requirements Know 1 or more Melee or Ranged Skills; Charisma 2+
Ability Score Bonus Warfare + 2
Skill Groups Melee, Ranged
Effect as a Talent (Permanent) Whenever you use a Colosseum, for each Voice of the People you gain, increase the Treasury by 1MG.

Salvo

Job Skill

Type Assist
Target Self
Check None

You may use this Skill whenever you attack. If the attack hits, spend a number of Voices of the People up to your Level. For each Voice of the People spent, increase your damage by 1D6 points. If you defeat each target of that attack, recover a number of Voices of the People equal to the amount you spent using this Skill. If one or more of the targets of that attack are still alive, reduce the Voices of the People by the number spent using this Skill.

Alchemist

Requirements Level 3+; know the "Weave Material" Skill
Ability Score Bonus Wit, Quest
Skill Groups Science, Useful, Item
Effect as a Talent (Permanent) When you Craft an Item during the Kingdom Phase, reduce the number of Materials needed by 2 each (this cannot reduce the number of Materials needed to less than 1).

Disintegrate

Job Skill

Type Support
Target Item

Check Wit / 5

Choose an Item you are equipped with. If the above check is successful, destroy that Item, and you receive a [Result - 5] of any of the Materials listed in the Materials section of that Item's description (you cannot receive more Materials than those necessary to Craft that Item). You may not use this Skill on an Item that cannot be Crafted.

Highlord

Requirements 1+ Medals; Level 3+; equipped with Glasses, or that PC's player wears glasses
Ability Score Bonus Wit, Charisma
Skill Groups Science, Negotiation, Useful
Effect as a Talent (Permanent) Reduce the Upkeep Cost by 1MG (it cannot be reduced below 1).

Cant

Job Skill

Type Interrupt
Target Individual
Check Charisma / 9

You may use this Skill as an Interrupt Action whenever somebody suffers a critical failure. If the above check is successful, instead of reducing the Voices of the People as a result of the critical failure, increase the Voices of the People by 1.

Traitor

Requirements The total of all the Hostility Scores towards you among the Court is 3 or greater
Ability Score Bonus Wit, Charisma
Skill Groups Dungeon, Negotiation, Entertainment
Effect as a Talent (Interrupt) You may use this effect as an Interrupt Action whenever the Kingdom loses Citizens, a Talent, or a Facility. Increase the Treasury by 1MG. This effect may only be used once per Talent.

Kingdom for Sale!

Job Skill

Type Plan
Target See Below
Check Wit / 10

You may use this Skill during the Kingdom Phase or the End Phase (if you use it during the End Phase, its type becomes an Assist Action). Choose one map that is part of the Kingdom. Reduce the Voices of the People by 1D6, and make the above check. If it is successful, you may add [Number of Spent Voices of the People + Result - 10] MG to the Treasury. Regardless of whether the check succeeds or not, that map, and all Facilities on that map, are lost permanently.

Crime Lord

Requirements Level 4+; know either the "Good Time" or "Prestige" Skills; have a Gangland Facility in the Kingdom
Ability Score Bonus Quest, Warfare
Skill Groups Melee, Ranged, Negotiation
Effect as a Talent (Interrupt) You may use this effect as an Interrupt Action whenever you wish. You may use a Gangland in your Kingdom as a Recreation Facility of your choice. Treat its Level a 1. This effect may only be used once per Talent.

Bang!

Job Skill

Type Plan
Target See Below

Check Warfare / 10

You may use this Skill during the Camp step of the Dungeon Phase, if you know that an adjacent room contains Monsters. Choose an adjacent room that contains Monsters, and make the above check. If it is successful, reduce your Followers by a number up to your Charisma. Deal 1D6 damage to one Monster in that room with the highest Level for each Follower lost this way. This effect may only be used once per game.

Jehu

Requirements Level 4+; 1+ Medals; know either the "Delivery" or "Hit & Away" Skills; equipped with a Ride
Ability Score Bonus Quest + 2
Skill Groups Summoning, Dungeon, Item
Effect as a Talent (Interrupt) You may use this this effect when applying a result rolled on the Travel Events Table. That result has no effect.

Heel & Toe

Job Skill

Type Permanent
Target Self
Check Quest / 12

If you are equipped with a Ride, during Combat, when you make a normal movement, you may move one additional space. If there is a character from the Allied Side in the same area as you who is not equipped with a Ride, you may move that character along with you. If the above check is successful, you may move without being affect by the Obstructing the Advance rules.

Vakeel

Requirements Level 2+; be a Vassal State of one of the Great Powers
Ability Score Bonus Choose two different Ability Scores
Skill Groups Ranged, Negotiation, Item
Effect as a Talent (Permanent) Choose one of the Great Powers. Increase the Upkeep Cost by 1MG. You may ignore the restrictions of being a Vassal State of that Great Power.

Resupply

Job Skill

Type Permanent
Target Self
Check None

When you learn this Skill, choose an Ability Score. When you are equipped with the Item that corresponds to your Kingdom (Dynamite Empire: Armor-piercing Bullet; Millennium Dynasty: Grimoire; Metro Khan: Ride, HAGLMA: Handy Phone), increase that Ability Score by 1 point. Once per game, whenever you wish, you may receive 1D6 Materials of the type that corresponds to your Kingdom (Dynamite Empire: Gunpowder; Millennium Dynasty: Information; Metro Khan: Fang; HAGLMA: Machinery).

Prisoner

Requirements Have a Jailhouse Facility in the Kingdom; either your Kingdom was destroyed, or a member of the Court that you adventured with died (they cannot have been brought back to life using an Elixir)
Ability Score Bonus Warfare + 2
Skill Groups Melee, Useful, Performance
Effect as a Talent (Assist) This Talent dies. When they do, increase the Voices of the People by 1D6.

Limit Break

Job Skill

Type	Assist
Target	Self
Check	None

You may not use this Skill unless, during Combat, each member of the Court allows it. Choose an Ability Score. Increase your weapon's damage by an amount equal to that Ability Score, and decrease all damage you take by an amount equal to that Ability Score. This effect lasts until the end of Combat, and may only be used once per game.

Sorcerer

Requirements	Level 3+; defeat a character who had a Hostility Score towards you; have a Hostility Score of 3+ towards somebody
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Ability Score Bonus	Wit, Charisma
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Skill Groups	Ranged, Summoning, Item
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Effect as a Talent	(Assist)	Reduce the Voices of the People by 1. Deal 1D6 points of damage to a character of your choice.
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Grudge

Job Skill

Type	Support
Target	Individual
Check	Charisma / Target's Level + 5

You may use this Skill during Combat. Choose a character and make the above check. If it is successful, deal [Total of All Hostility Scores Towards You Among Characters on the Battlefield + 1] D6 damage to both you and that character, and decrease the Hostility Scores of each character on the Battlefield by 1 point (they cannot become less than 0).

Inquisitor

Requirements	Level 3+; 2+ Medals; Warfare 2+
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Ability Score Bonus	Quest, Warfare
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Skill Groups	Melee, Negotiation, Useful
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Effect as a Talent	(Interrupt)	Prevent the result of a roll on the Kingdom Disaster Table.
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Inquisition

Job Skill

Type	Support
Target	Individual
Check	Charisma / (Target's Number of Followers x 1/5) + 9

Choose a character and make the above check. If it is successful, increase the damage of all of that character's attacks by [That Character's Number of Followers x 1/5] points. This effect lasts until the end of Combat, and is not cumulative.

Demigod

Requirements	4+ Medals; you must have died; complete your mission; be equipped with a Holy Grail; defeat an Angel or Deep One whose level is 20 or higher
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Ability Score Bonus	Charisma + 2
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Skill Groups	Choose two Skill Groups when you change Jobs to this one
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Effect as a Talent	(Assist)	Spend any amount of Hope. You receive an Item whose Cost is less than or equal to the number of points of Hope spent.
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Divine Blood

Job Skill

Type Permanent
Target Self
Check None

Whenever you take damage, recover 1 point of Drive. Increase the results of all of your Action Checks by the number of points of Drive you currently have.

DD

Requirements Level 2+; know 1 or more Esoteric Skills; 2+ Medals
Ability Score Bonus Wit, Quest
Skill Groups Melee, Ranged, Dungeon

Effect as a Talent (Assist) Spend 1D6 Information, and choose a map. You learn the name of that map's Ruler, and each member of the Court increases their Hostility Score towards that map's Ruler by 1 point.

Dungeon Speculation

Job Skill

Type Assist
Target Self
Check None

Spend 1 Hope. For the rest of the cycle, increase the damage of your weapon and the results of checks to Disarm Traps by an amount equal to your Level.

Dungeon Master

Requirements Level 4+; have any Monster Citizens; know at least 1 Monster Skill
Ability Score Bonus Charisma, Quest
Skill Groups Astrology, Summoning, Dungeon

Effect as a Talent (Interrupt) You may use this effect as an Interrupt Action whenever you Disarm a Trap. You gain [Trap Level + 1D6] Reagents.

Fragments

Job Skill

Type Interrupt
Target Special
Check Charisma / Monster Level + 5

You may use this Skill whenever you defeat a Monster who doesn't know the "Public Enemy" Skill. Spend 1 Hope, and make the above check. If it is successful, choose one of that Monster's Skills at random, and you may seal that Skill inside an Item that you used to defeat that Monster. If the check fails, that Item is destroyed. An Item may only have 1 Skill sealed inside it. A character equipped with that Item may use the sealed Skill.

The Great Powers

Becoming a Vassal of the Great Powers

If the King wishes, he may make the Kingdom a Vassal of one of the Great Powers. In order to become a Vassal, you must meet the listed requirements, and abide by the listed restriction, for each Great Power.

Dynamite Empire

Requirements Have a "Keep Tower" facility.

Restriction When you expand your territory, you must build a "Great Excavation" on that map. During the Treasury Meeting step of the Kingdom Phase, if you have any maps without a "Great Excavation" on them, that map is seized by the Dynamite Empire (it ceases to be part of your territory).

Advantage When you become a Vassal, you acquire 1 "Great Excavation," and from then on you may use the Treasury to purchase that facility. If you have a "Staple: Gunpowder," you may engage in trade. Your Relationship with the Dynamite Empire becomes Friendly.

Millennium Dynasty

Requirements As a tribute to the Millennium Dynasty, you must offer up an "Excalibur," an "Emperor's New Armor," and a "Grimoire."

Restriction During the Setup Phase, you must send [Total Number of Talents x 1/5] to the Millennium Dynasty as envoys (Talents sent as envoys may not be used that game).

Advantage When you become a Vassal, you acquire 1 "Embassy," and from then on you may use the Treasury to purchase that facility. If you have a "Staple: Information," you may engage in trade. Your Relationship with the Millennium Dynasty becomes Friendly.

Metro Khan

Requirements Each map in your territory must have its rooms connected by a single unbroken line of corridors.

Restriction Whenever you expand your territory, if the above condition is not met, you cannot make that map part of your Kingdom.

Advantage When you become a Vassal, you acquire 1 "Station," and from then on you may use the Treasury to purchase that facility. If you have a "Staple: Leather," you may engage in trade. Your Relationship with Metro Khan becomes Friendly.

The Capitalistic Holy Empire of HAGLMA

Requirements Have a "Trading Post" facility.

Restriction During the Treasury Meeting step of the End Phase, increase the Upkeep Cost by a number of MG equal to the number of maps in the Kingdom.

Advantage When you become a Vassal, you acquire 1 "," and from then on you may use the Treasury to purchase that facility. If you have a "Staple: Machinery," you may engage in trade. Your Relationship with HAGLMA becomes Friendly.

Great Excavation

Great Power Facility

Cost 3

Type Permanent

Target Room

Check None

Installation Addition

Level None

You may place two types of Facilities in the room that you build this Facility in. If you build this Facility in

every room on a map, increase your Lifestyle Level and Military Level by 1 point each.

Embassy

Great Power Facility

Cost 3

Type Assist

Target Kingdom

Check None

Installation Room

Level None

You may use this facility during the Budget Meeting step of either the Kingdom Phase or End Phase. For each 5 Information you spend, you receive 2MG.

Station

Great Power Facility

Cost 5

Type Assist

Target Individual

Check None

Installation Room

Level None

You may use this facility during the Budget Meeting step of the Kingdom Phase. Spend 1MG and choose a Facility with a Plan type action (it does not have to be in your Kingdom). You may use that Facility during the Action step of the Kingdom Phase.

Loan Office

Great Power Facility

Cost 1

Type Assist

Target Kingdom

Check None

Installation Room

Level None

You may use this facility during the Budget Meeting step of the Kingdom Phase. Choose as many Rare Items and/or Talents as you wish. You lose those Rare Items and Talents, and receive $[1D6 + \text{Number of Rare Items} + \text{Number of Talents}]$ MG. If you spend $[\text{That Amount} + 1]$ MG during the End Phase of this game, you may return the lost Rare Items and Talents.



Name

Level

Sex

Age

Background

Mission

Class

Job

Kingdom Name

Ability Scores

Wit	Class	Job	Bonus
Charisma	Class	Job	Bonus
Quest	Class	Job	Bonus
Warfare	Class	Job	Bonus

Derived Ability Scores

HP	Max
Capacity	Base
Defense	Base
Followers	Max

Portrait

Skills

Item Slots

Materials

Meat	Fang	Leather	Wood	Iron
Cloth	Reagent	Machine	Gunpowder	Info

Relationship Scores

Character	Affection	Hostility
	Subtype	Subtype
	Subtype	Subtype
	Subtype	Subtype
	Subtype	Subtype
	Subtype	Subtype
	Subtype	Subtype
	Subtype	Subtype
	Subtype	Subtype

Likes

Dislikes

Skill Groups

- ☒ Class
- ☒ General ☐ Melee ☐ Ranged
- ☐ Astrology ☐ Summoning ☐ Science
- ☐ Dungeon ☐ Negotiation ☐ Useful
- ☐ Entertainment ☐ Item ☐ Esoteric
- ☐ Other

Medals



Bad Statuses

☐ Poisoned

Take 1 point of damage at the end of each round in Combat, and at the end of each Quarter in the Dungeon Phase. This Bad Status can be removed by Resting during Camp.

☐ Disoriented

You cannot gain Drive from Action Checks or other special effects. This Bad Status can be removed by scoring a critical success or critical failure on an Action Check.

☐ Obese

You take 1 point of damage whenever you move during Combat. This Bad Status can be removed by not eating for an entire turn.

☐ Cursed

You suffer a critical failure whenever the dice rolled for an Action Check equal 3 or less.

☐ Asleep

You become Exhausted, and don't become Free to Act at the end of the round. Your Defense becomes 7. This Bad Status is removed whenever you take damage, or at the end of Combat. If you become the target of another effect that causes Sleep, reduce your HP by 1D6 points.

☐ Foolish

When moving during Combat, if there is no enemy within range, you must move in the direction of the enemy. When you attack, you must target a random enemy character within range.

Special Relationships

Unrequited Love

You have a Love subtype Affection Score of 4 or higher towards someone. Whenever that character scores a critical success, you gain 1 point of Drive.

Lovers

You and another character have a Love subtype Affection Score of 4 or higher towards each other. Spend 1 Hope. Make a Cooperative Check with that character as the target. You become Exhausted afterward.

Best Friends

You and another character have a Friendship subtype Affection Score of 4 or higher towards each other. When your Best Friend takes damage or gains a Bad Status, you may substitute yourself as the target instead.

Devotee

You have a Loyalty subtype Affection Score of 4 or higher towards someone. When the character you've Devoted yourself to takes damage from somebody, increase your Hostility Score towards the character who dealt them damage by 1 point.

Rivals

You have a Friendship subtype Affection Score of 1 or higher, and a Hostility Score of 4 or higher towards someone. Once per game, you may use 1 Skill other than a Permanent Skill known by a character you are Rivals with.

Player Name

MEMO

Unconscious

Your Defense becomes 7, and you become unable to take any actions, including Assist and Interrupt Actions. If you take any damage, you die.

You become conscious again when your HP becomes 1 or greater.

Landmakers' Special Abilities

Use Hope

- * Add 1 die to an Action Check
- * Increase your damage by 1D6
- * Use a Monster Skill you know

Use Followers

- * Reduce them by 1D6 to increase the result of an Action Check by 1 point
- * Reduce them by 1D6 to ignore the effect of an Obstructed Advance

Make a Cooperative Check

- * Support Action. Choose a character. Increase the result of one of those character's Action Checks by your Affection Score towards them. Cannot be used if your Hostility Score towards that character is higher than your Affection Score

Kingdom Phase Actions

Craft an Item

- * If you spend the necessary Materials, you may craft an Item

Wander

- * Roll 2D6 on a Wandering Table of your choice

Gather Information

- * Make a Wit or Quest check with a difficulty equal to 7 + Number of Explored Rooms
- Success: Learn the number of Traps and Monsters
Failure: Lose [Difficulty - Result] Followers. If you have at least 1 Follower left, you learn the number of Traps and Monsters

Other Actions

- * Use a Facility, Skill, or Item with a Plan Action

Camp Actions

Search

- * Choose a location and make a Wit or Quest check with a difficulty equal to [7 + Number of People in the Court]
- Success: Discover any hidden Traps or information

Rest

- * Roll 2D6 on a Rest Table of your choice

Exchange

- * Ask a Question About the Room
Charisma / 5 + Monster Level
- * Trade Materials
Charisma / 7 + Monster Level
- * Invite Them to the Kingdom
Charisma / 9 + Monster Level

Gather Information

- * Same as Kingdom Phase

Disarm Trap

- * Attempt to Disarm a Trap

Other Actions

- * Use a Skill or Item with a Support or Plan Action

Combat Actions

In addition to moving, you may make one of the following actions:

Attack

- * Warfare / Target's Defense
- Success: Deal the weapon's damage to the target

Support Action

- * Carry: Move an Unconscious character in the same area as you 1 space
- * Trade Items: Trade items with an allied character in the same Area as you
- * Search: Same as Camp Step
- * Disarm: Same as Camp Step
- * Use a Skill or Item with a Support Action

Special Movement

- * Additional Movement: Move 1 space
- * Flee: If every member of the Court is in the Encampment, you may flee
Quest / Highest Defense on the Enemy Side



Level

King

Base	Talent	Facility	Bonus
------	--------	----------	-------

Base	Talent	Facility	Bonus
------	--------	----------	-------

Base	Talent	Facility	Bonus
------	--------	----------	-------

Base	Talent	Facility	Bonus
------	--------	----------	-------

Population

Max

Citizens

Citizens Left Behind

Used as Followers

Voices of the People

Total

Treasury

Total Treasury

Upkeep Cost

Environment

Total Dead

1



2



3



4



5



6



A

B

C

D


E

F

Landmakers

Job

Talents

Job

Monster Citizens

Number

Total

Total

Total

Regional Information

Location	Place Name	Relationship	Notes
		Allied Neutral Hostile Friendly Dangerous	
		Allied Neutral Hostile Friendly Dangerous	
		Allied Neutral Hostile Friendly Dangerous	
		Allied Neutral Hostile Friendly Dangerous	
		Allied Neutral Hostile Friendly Dangerous	
		Allied Neutral Hostile Friendly Dangerous	
		Allied Neutral Hostile Friendly Dangerous	
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		Allied Neutral Hostile Friendly Dangerous	
		Allied Neutral Hostile Friendly Dangerous	
		Allied Neutral Hostile Friendly Dangerous	
		Allied Neutral Hostile Friendly Dangerous	
		Allied Neutral Hostile Friendly Dangerous	

Kingdom Phase Overview

Effect of Kingdom Attributes

- Lifestyle Level: Increases the amount of Treasury carried over, increases the Cost of Common Items that may be purchased
- Culture Level: Determines the number of Talents that you may use
- Order Level: Determines the number of Citizens that you gain on the Kingdom Change Table
- Military Level: Determines the number of lost Citizens you may recover during the End Phase

Roll on the Kingdom Disaster Chart:

- * If the Voices of the People becomes less than the number of Landmakers
- * If you decreases the Voices of the People while the number is less than the number of Landmakers
- * If you would have to decrease the Voices of the People while the Voices of the People is equal to 0

Treasury Meeting

- * Purchase Items
Each character may purchase 1 Common Item with a Cost less than or equal to the Lifestyle Level
- * Purchase Facilities
You may purchase a Facility by paying its Cost
- * Purchase Corridors
You may purchase Corridors at a cost of 1MG each
- * Destroy Facilities and Corridors
You may destroy a Corridor or Facility at a cost of 1MG each
- * Purchase Territory
You may only do this during the End Phase. If you spend [5 + Number of Rooms Connected to the Entrance] MG, you may purchase a map that you adventured on. You may only purchase that map if you defeated the Ruler, or if he surrendered to you
- * Trade and Cultural Exchange
If you have an Allied, Friendly, or Neutral Relationship with another Kingdom, you may buy and sell Materials and Rare Items, and exchange Talents

Calculating the Reward for Completing a Scenario

Kingdom Level + Voices of the People x 1/2 MG

Calculating the Upkeep Cost

- Objective Completed: Number of Territories x Number of Turns MG
- Objective Failed: Number of Territories x Number of Turns + Number of Landmakers MG



MEMO

Map

Map Name

Ruler

	1	2	3
A	<p>Room Name</p> <p>Ux__ Ex__ A-1 <input type="checkbox"/></p>	<p>Room Name</p> <p>Ux__ Ex__ A-2 <input type="checkbox"/></p>	<p>Room Name</p> <p>Ux__ Ex__ A-3 <input type="checkbox"/></p>
B	<p>Room Name</p> <p>Ux__ Ex__ B-1 <input type="checkbox"/></p>	<p>Room Name</p> <p>Ux__ Ex__ B-2 <input type="checkbox"/></p>	<p>Room Name</p> <p>Ux__ Ex__ B-3 <input type="checkbox"/></p>
C	<p>Room Name</p> <p>Ux__ Ex__ C-1 <input type="checkbox"/></p>	<p>Room Name</p> <p>Ux__ Ex__ C-2 <input type="checkbox"/></p>	<p>Room Name</p> <p>Ux__ Ex__ C-3 <input type="checkbox"/></p>


 トラップの数
 
 敵の数



Time Tracker

☐ : 1 Quarter Passes ☐ : 1 Turn Passes ☐☐ : A "Lunch" or "Full Course" is Used

For each Turn that passes, if a "Lunch" or "Full Course" was not used during that Turn, each member of the Court loses 1D6 HP. After 3 Turns have passed in the Dungeon Phase, each member of the Court loses 1D6 HP for each subsequent Quarter that passes.

MEMO

バトルフィールド

敵軍の本陣にいるキャラクターは、命中判定の際、達成値に2点を加えることができる。

この行動は特殊移動である

を中断して、逃走することができる。

〔探索〕で判定に成功すれば、戦闘も高い《回避値》を難易度にして、るとき、敵軍キャラクターの中で最も車のキャラクター全員が本陣にい

ENCAMPMENT
本陣

REARGUARD
後衛

VANGUARD
前衛

前衛
VANGUARD

後衛
REARGUARD

本陣
ENCAMPMENT

自軍のキャラクター全員が本陣にいるとき、敵軍キャラクターの中で最も高い《回避値》を難易度にして、〔探索〕で判定に成功すれば、戦闘を中断して、逃走することができる。この行動は特殊移動である

敵軍の本陣にいるキャラクターは、命中判定の際、達成値に2点を加えることができる。