MAZE RATS

INTRODUCTION
Maze Rats is a fantasy adventure game (also known as a roleplaying game, or RPG) of exploration, problem-solving, and survival. One player acts as the Game Master (GM) while the remaining players take on the role of Player Characters (PCs).

Although paper, pencils, and dice are involved, the core of the game is a conversation; the GM tells the players what is happening, the players tell the GM what their characters do in response, and the GM describes how their actions in turn affect the world. The GM is the game's host and facilitator. This job is the most difficult, but also the most rewarding. A good GM is someone with a great imagination and good people skills, who enjoys improvising and helping others have fun. Their primary duties include: playing the roles of all of the Non-Player Characters (NPCs), creating and running the fictional world, establishing concrete situations for the players to interact with, adapting to the unpredictable choices of the players, making rulings on how and when to apply rules in a particular situation, and finally inventing altering or entirely removing game rules if it improves the game.

If this sounds challenging, it is! But don't worry, Maze Rats offers plenty of tools, advice, and useful content formaking running the game as smooth and stress-free as possible.

In contrast to the GM, the player's jobs are simple: roleplay the personalities and choices of their PCs, interact with the situations presented by the GM, and worktogether to stay alive and hopefully prosper. Characters grow in strength the longer they survive, but Maze Rats presumes a world full of peril, so only the cleverest of players will see their PC live long enough to retire from the adventuring life and enjoy their ill-gotten gains.

PLAYING THE GAME

Danger Rolls
Whenever possible, a PC's actions should be resolved by its player simply describing what the character does. However, if the action is risky and difficult to resolve through description, the GM may call for a Danger Roll. The player rolls 2d (two six-sided dice) and adds the proper ability bonus. If the total is 10 or higher, the PC avoids the danger. If not, the GM describes how things go wrong. Danger rolls usually fail, so players should do everything they can to make risky situations less so.

- Add the Strength bonus (STR) when using raw power, stamina, or physical resilience.
- Add the Dexterity bonus (DEX) when using speed, agility or precision.
- Add the Will bonus (WIL) when using force of personality, perception, or willpower.

If one character takes an action against another, the GM may decide to call for an Opposed Danger Roll. In this case, both characters make a danger roll, with each trying to beat the other's total instead of trying to roll a 10+. Defenders win ties.

Advantage
If the risk of an action is reduced due to the PC's path, preparation, or situational factors, the GM may grant Advantage to the roll. In this case, the player rolls 3d instead of 2d and uses the two highest dice. Attack rolls may also have advantage if the situation calls for it. Only one advantage die may be added to a roll. If several advantages apply to the PC's action, the action is usually no longer risky.

NPC Reactions
If the PCs come across a monster or NPC whose disposition is unknown, roll 1d on the table below.

<table>
<thead>
<tr>
<th>Hostile</th>
<th>Wary</th>
<th>Friendly</th>
<th>Helpful</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2-3</td>
<td>4-5</td>
<td>6</td>
</tr>
</tbody>
</table>

Hostile NPCs will attempt to hinder, harass, or attack the PCs. Wary NPCs are unhelpful unless given significant motivation. Friendly NPCs will help as long as it doesn't inconvenience them. Helpful NPCs will help even when it's inconvenient.

Initiative
Both sides roll a die when combat breaks out, rerolling any ties. The side with the higher roll will act first during the first combat round, followed by the other side. After each round, roll initiative. This may result in a side taking two consecutive turns. On a side's turn, each of its characters, in any order, may move about 10 feet and take one action. Types of actions include: attacking a target within range, casting a spell (see the Magic page), drinking a potion, making a second move, etc.

If a group ambushes another group or NPC, it automatically gains initiative, as well as advantage on all attack rolls during the first round. The leader of the ambushed group may be permitted a WIL danger roll to avoid surprise.

Combat
Characters have a base armor rating of 6. Light armor and shields provide +1 armor each, while heavy armor provides +2 armor. Shields use one hand and so cannot be used with two-handed weapons. Characters in heavy armor cannot gain advantage on DEX danger rolls or surprise attack rolls. When one character attacks another, the attacker makes an Attack Roll by rolling 2d and adding their Attack Bonus (AB). Attacking with a ranged weapon is impossible while in melee combat.

NPC Morale
When an NPC or hireling faces more danger than they were expecting, the GM may call for a WIL danger roll to see if they rout or beg for mercy. Typical situations for making a morale check include when an NPC loses half of their force (when in a group), loses half of their health (when alone), loses their leader, or is attacked by magic.

Most NPCs should not get into fights that they cannot win, and should not retreat or flee for peace if it makes sense, even without a morale roll.

Healing
PCs recover 1 point of lost health when the PC eats a meal and then gets a full night of rest. 24 hours of rest in a safe location restores all health. A dose of medicine restores 1 point of health, once per day.

Encumbrance
All of a PC's items must have a recorded location: worn, in the backpack, on the belt, or carried in the hands. Belts carry up to two items, and backpacks can carry as much as a backpack could reasonably fit. Belt items can be grabbed in combat at any time, but backpack items take 1d rounds to find.

Leveling Up
All PCs begin at level 1, and gain levels over the course of the campaign. At the end of each session, the GM awards 1-3 Experience Points (XP) to all PCs based on how much the party achieved.

- Showed up to the game: 1 XP.
- Overcame a difficult challenge: 2 XP.
- Overcame an impressive challenge beyond their expected ability: 3 XP.

When a PC has enough XP, they gain a level. After reaching level 7, the PC may retire and become an NPC. The player then makes a new level 1 PC.

LVL XP Level Features

<table>
<thead>
<tr>
<th>LVL</th>
<th>XP</th>
<th>Level Features</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>2</td>
<td>+2 max health, +1 to an ability bonus</td>
</tr>
<tr>
<td>3</td>
<td>6</td>
<td>+2 max health, Pick one attack bonus +1, gain a new path, or gain a spell slot.</td>
</tr>
<tr>
<td>4</td>
<td>12</td>
<td>+2 max health, +1 to an ability bonus</td>
</tr>
<tr>
<td>5</td>
<td>20</td>
<td>+2 max health, Pick one attack bonus +1, gain a new path, or gain a spell slot.</td>
</tr>
<tr>
<td>6</td>
<td>30</td>
<td>+2 max health, +1 to an ability bonus</td>
</tr>
<tr>
<td>7</td>
<td>42</td>
<td>+2 max health, Pick one attack bonus +1, gain a new path, or gain a spell slot.</td>
</tr>
</tbody>
</table>

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CHARACTER CREATION

Making a player character
Create your character at the beginning of a new campaign alongside the other players. If your character dies during the game, you should make a new one right away. The random tables from the Characters pages can be used to flesh out your character if you want a bit more detail. Drawing a portrait of your character is highly encouraged, as it adopts a mannerism or two when speaking in your character's voice.

Random tables
The tables that have 36 results are organized into 6 groups of 6 results each. To randomly pick an item from one of these tables, roll 2d6 separately. The first die points to a group, while the second die points to an item within that group. For example, rolling a 4, 2 on the appearance table means group 4, item 2: Lanky. Bolded items refer you to another random table where your level will again roll.

1. Roll or choose abilities
Your PC has 3 abilities: Strength, Dexterity, and Will. Roll 1d6 to find their starting values, or simply choose a row (with GM permission). You may raise one of your PC's abilities by one point at levels 2, 4, and 6. A PC's abilities may never be raised higher than +4.

<table>
<thead>
<tr>
<th>1d6</th>
<th>Strength</th>
<th>Dexterity</th>
<th>Will</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>+2</td>
<td>+1</td>
<td>+0</td>
</tr>
<tr>
<td>2</td>
<td>+2</td>
<td>+0</td>
<td>+1</td>
</tr>
<tr>
<td>3</td>
<td>+1</td>
<td>+2</td>
<td>+0</td>
</tr>
<tr>
<td>4</td>
<td>+0</td>
<td>+2</td>
<td>+1</td>
</tr>
<tr>
<td>5</td>
<td>+1</td>
<td>+0</td>
<td>+2</td>
</tr>
<tr>
<td>6</td>
<td>+0</td>
<td>+1</td>
<td>+2</td>
</tr>
</tbody>
</table>

If you want your abilities to be more randomized and possibly unbalanced, the GM may also allow you to roll 1d6 for each ability separately.

2. Record maximum health
Your PC begins with maximum health and 4 current health. PCs add 2 to their maximum health (but not current health) each time they gain a level.

3. Choose starting feature
Your PC begins with one of the following features:
- A +1 attack bonus (add 1 to all attack rolls).
- A single spell slot (cast one spell per day, generated from the tables on the Magic page).
- A single path from the four following options (gain advantage on related danger rolls):
  - Brawler: Tracking, foraging, survival.
  - Fingermist: Tinkering, picking locks or pockets.
  - Roofrunner: Climbing, leaping, balancing.
  - Shadowjack: Moving silently, hiding in shadows.

4. Roll or choose six items
Record the location of all items, armor, and weapons: hands, worn, belt, or backpack. Belts carry up to two items, and backpacks can carry as much as a backpack could reasonably fit.

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Animal Scent</td>
<td>Chisel</td>
</tr>
<tr>
<td>Bear Trap</td>
<td>Crowbar</td>
</tr>
<tr>
<td>Bedroll</td>
<td>Fishing Net</td>
</tr>
<tr>
<td>Caltrop</td>
<td>Glass Marbles</td>
</tr>
<tr>
<td>Chain (10 ft.)</td>
<td>Glue</td>
</tr>
<tr>
<td>Chalk</td>
<td>Grapping Hook</td>
</tr>
<tr>
<td>Iron tongs</td>
<td>Metal file</td>
</tr>
<tr>
<td>Lantern and Oil</td>
<td>Rations (3)</td>
</tr>
<tr>
<td>Large Sack</td>
<td>Rope (50 ft.)</td>
</tr>
<tr>
<td>Lockpicks (3)</td>
<td>Steel wire</td>
</tr>
<tr>
<td>Manacles</td>
<td>Shovel</td>
</tr>
<tr>
<td>Medicine (3)</td>
<td>Steel mirror</td>
</tr>
</tbody>
</table>

5. Choose combat gear
PCs start with light armor (+1 armors, a shield (+1 armor, 1 hand), and two weapons:
- Light weapons (1 hand): Axes, daggers, maces, short swords, flails, one-handed spears, etc.
- Heavy weapons (+1 damage, 2 hands): Spears, halberds, longswords, warhammers, etc.
- Ranged weapons (2 hands): Bows, crossbows, slings, etc.

Characters have a base armor rating of 6. Wearing light armor increases it to 7, and holding a shield in one hand increases it to 8.

6. Roll or create appearance

<table>
<thead>
<tr>
<th>Appearance</th>
<th>Appearance</th>
<th>Appearance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aquiline</td>
<td>Bullnecked</td>
<td>Furrowed</td>
</tr>
<tr>
<td>Athletic</td>
<td>Chiseled</td>
<td>Gaunt</td>
</tr>
<tr>
<td>Barrel-Chested</td>
<td>Coltish</td>
<td>Gorgeous</td>
</tr>
<tr>
<td>Boney</td>
<td>Corpulent</td>
<td>Grizzled</td>
</tr>
<tr>
<td>Brawny</td>
<td>Craggy</td>
<td>Haggard</td>
</tr>
<tr>
<td>Bruthish</td>
<td>Delicate</td>
<td>Handsome</td>
</tr>
<tr>
<td>Hideous</td>
<td>Sinewy</td>
<td>Towering</td>
</tr>
<tr>
<td>Lanky</td>
<td>Slender</td>
<td>Trim</td>
</tr>
<tr>
<td>Pudgy</td>
<td>Slumped</td>
<td>Weathered</td>
</tr>
<tr>
<td>Ripped</td>
<td>Solid</td>
<td>Willowy</td>
</tr>
<tr>
<td>Rosy</td>
<td>Square-Jawed</td>
<td>Wiry</td>
</tr>
<tr>
<td>Scrawny</td>
<td>Statusque</td>
<td>Wrinkled</td>
</tr>
</tbody>
</table>

7. Roll or create physical detail

<table>
<thead>
<tr>
<th>Detail</th>
<th>Detail</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acid scars</td>
<td>Bronze skinned</td>
</tr>
<tr>
<td>Battle scars</td>
<td>Burn scars</td>
</tr>
<tr>
<td>Birthmark</td>
<td>Bushy eyebrows</td>
</tr>
<tr>
<td>Braided hair</td>
<td>Curly hair</td>
</tr>
<tr>
<td>Brand mark</td>
<td>Dark skinned</td>
</tr>
<tr>
<td>Broken nose</td>
<td>Dreadlocks</td>
</tr>
<tr>
<td>Long hair</td>
<td>Nine fingers</td>
</tr>
<tr>
<td>Matted hair</td>
<td>Oiled hair</td>
</tr>
<tr>
<td>Missing hair</td>
<td>One-eyed</td>
</tr>
<tr>
<td>Missing teeth</td>
<td>Pale skinned</td>
</tr>
<tr>
<td>Mustache</td>
<td>Piercings</td>
</tr>
<tr>
<td>Muttonchops</td>
<td>Ritual scars</td>
</tr>
</tbody>
</table>

8. Roll or create background
A PC's background does not have any particular mechanical effects. The GM may take into account, however, when deciding what the PC knows or where their contacts are.

<table>
<thead>
<tr>
<th>Background</th>
<th>Background</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alchemist</td>
<td>Contortionist</td>
</tr>
<tr>
<td>Beggar-prince</td>
<td>Counterfeiter</td>
</tr>
<tr>
<td>Blackmailer</td>
<td>Cultist</td>
</tr>
<tr>
<td>Bounty-hunter</td>
<td>Cutpurse</td>
</tr>
<tr>
<td>Chimney sweep</td>
<td>Debe-collector</td>
</tr>
<tr>
<td>Coin-clipper</td>
<td>Deserter</td>
</tr>
<tr>
<td>Hedge knight</td>
<td>Peddler</td>
</tr>
<tr>
<td>Highwayman</td>
<td>Pit-fighter</td>
</tr>
<tr>
<td>Housebreaker</td>
<td>Poisoner</td>
</tr>
<tr>
<td>Kidnapper</td>
<td>Rat-catcher</td>
</tr>
<tr>
<td>Mad prophet</td>
<td>Scrivener</td>
</tr>
<tr>
<td>Mountebank</td>
<td>Sellsword</td>
</tr>
</tbody>
</table>

9. Roll or create clothing

<table>
<thead>
<tr>
<th>Clothing</th>
<th>Clothing</th>
<th>Clothing</th>
</tr>
</thead>
<tbody>
<tr>
<td>Antique</td>
<td>Decaying</td>
<td>Flamboyant</td>
</tr>
<tr>
<td>Battle-torn</td>
<td>Eccentric</td>
<td>Food-stained</td>
</tr>
<tr>
<td>Bedraggled</td>
<td>Elegant</td>
<td>Formal</td>
</tr>
<tr>
<td>Blood-stained</td>
<td>Embroidered</td>
<td>Frayed</td>
</tr>
<tr>
<td>Ceremonial</td>
<td>Exotic</td>
<td>Frumpy</td>
</tr>
<tr>
<td>Dated</td>
<td>Fashionable</td>
<td>Garish</td>
</tr>
<tr>
<td>Grumpy</td>
<td>Oversized</td>
<td>Sigils</td>
</tr>
<tr>
<td>Haute couture</td>
<td>Patched</td>
<td>Singed</td>
</tr>
<tr>
<td>Lacy</td>
<td>Patterned</td>
<td>Tasteless</td>
</tr>
<tr>
<td>Livery</td>
<td>Perfumed</td>
<td>Undersized</td>
</tr>
<tr>
<td>Mud-stained</td>
<td>Practical</td>
<td>Wine-stained</td>
</tr>
<tr>
<td>Ostentatious</td>
<td>Rumbled</td>
<td>Worn out</td>
</tr>
</tbody>
</table>

10. Roll or create personality

<table>
<thead>
<tr>
<th>Personality</th>
<th>Personality</th>
<th>Personality</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bitter</td>
<td>Cunning</td>
<td>Honor-bound</td>
</tr>
<tr>
<td>Brave</td>
<td>Driven</td>
<td>Hortheaded</td>
</tr>
<tr>
<td>Cautious</td>
<td>Entitled</td>
<td>Inquisitive</td>
</tr>
<tr>
<td>Chipper</td>
<td>Gregarious</td>
<td>Irascible</td>
</tr>
<tr>
<td>Contrary</td>
<td>Grumpy</td>
<td>Jolly</td>
</tr>
<tr>
<td>Cowardly</td>
<td>Heartless</td>
<td>Know-it-all</td>
</tr>
<tr>
<td>Lazy</td>
<td>Righteous</td>
<td>Spacey</td>
</tr>
<tr>
<td>Loyal</td>
<td>Rude</td>
<td>Stoic</td>
</tr>
<tr>
<td>Menacing</td>
<td>Sarcastic</td>
<td>Stubborn</td>
</tr>
<tr>
<td>Mopey</td>
<td>Savage</td>
<td>Stuck-up</td>
</tr>
<tr>
<td>Nervous</td>
<td>Scheming</td>
<td>Suspicious</td>
</tr>
<tr>
<td>Protective</td>
<td>Serene</td>
<td>Wisecracking</td>
</tr>
</tbody>
</table>

11. Roll or create mannerism

<table>
<thead>
<tr>
<th>Mannerism</th>
<th>Mannerism</th>
<th>Mannerism</th>
</tr>
</thead>
<tbody>
<tr>
<td>Anecdotals</td>
<td>Drawl</td>
<td>Interrupts</td>
</tr>
<tr>
<td>Breathy</td>
<td>Enunciates</td>
<td>Laconic</td>
</tr>
<tr>
<td>Chuckles</td>
<td>Flowery speech</td>
<td>Laughs</td>
</tr>
<tr>
<td>Clipped</td>
<td>Gravelly voice</td>
<td>Long pauses</td>
</tr>
<tr>
<td>Cryptic</td>
<td>Highly formal</td>
<td>Melodious</td>
</tr>
<tr>
<td>Deep voice</td>
<td>Hypnotic</td>
<td>Monotone</td>
</tr>
<tr>
<td>Mumbles</td>
<td>Rapid-fire</td>
<td>Street slang</td>
</tr>
<tr>
<td>Narrates</td>
<td>Rhyming</td>
<td>Stutters</td>
</tr>
<tr>
<td>Overly casual</td>
<td>Robotic</td>
<td>Talks to self</td>
</tr>
<tr>
<td>Quaint sayings</td>
<td>Slow speech</td>
<td>Trails off</td>
</tr>
<tr>
<td>Rambles</td>
<td>Speechifies</td>
<td>Very loud</td>
</tr>
<tr>
<td>Random facts</td>
<td>Squeaky</td>
<td>Whispers</td>
</tr>
</tbody>
</table>

12. Record name, level, and XP
Keep your name short and memorable. You begin at level 1 and with zero XP.
Generating spells
If a PC has spell slots, its player must generate spells to fill them. This is done during character creation and every morning in-game after the PC gets a full night of rest. Spells in spell slots cannot be removed except by casting them.

To generate a spell, the player first rolls 2d on the table below to find the spell formula. One die indicates the row, the other indicates the column.

<table>
<thead>
<tr>
<th>Physical Effect + Ethereal Element + Physical Form</th>
<th>Physical Effect + Ethereal Element + Physical Form</th>
</tr>
</thead>
<tbody>
<tr>
<td>Physical Effect + Ethereal Element + Physical Form</td>
<td>Physical Effect + Ethereal Element + Physical Form</td>
</tr>
<tr>
<td>Physical Effect + Ethereal Element + Physical Form</td>
<td>Physical Effect + Ethereal Element + Physical Form</td>
</tr>
</tbody>
</table>

Once the player has found the spell formula, they roll on the twodimensional magic tables to create the spell name. The GM then tells the player the spell’s general effects, based on its name. Offensive spells typically allow their targets a danger roll to resist or avoid the effects. If the spell includes damage, the GM can either set a flat damagering, or rate the damage as a number of dice from 1 to 6.

Players may also suggest uses for the spell outside of the GM’s description. If the suggested effect matches the spell name and the situation very closely, the GM should usually allow it.

The GM may also opt to roll random spells from spell lists written for older school games.

Casting a spell
Casting a spell takes one action if cast during combat. The GM is the final arbiter of how the spell manifests and how it affects the current situation. After being cast, the spell is erased from the caster’s spell slot and cannot be cast again.

Physical Effects
- Animating
- Attracting
- Binding
- Blossoming
- Consuming
- Creeping
- Levitating
- Opening
- Petrifying
- Phasing
- Piercing
- Pursuing
- Physical Elements
  - Acid
  - Amber
  - Bark
  - Blood
  - Bone
  - Brine
  - Moss
  - Obsidian
  - Oil
  - Poison
  - Rat
  - Salt
  - Physical Forms
  - Altar
  - Armor
  - Arrow
  - Beast
  - Blade
  - Cauldron
  - Horn
  - Key
  - Mask
  - Monolith
  - Pit
  - Prison
  - Physical Effects
  - Animating
  - Attracting
  - Binding
  - Blossoming
  - Consuming
  - Creeping
  - Levitating
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  - Key
  - Mask
  - Monolith
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  - Prison
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  - Attracting
  - Binding
  - Blossoming
  - Consuming
  - Creeping
  - Levitating
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  - Phasing
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  - Brine
  - Moss
  - Obsidian
  - Oil
  - Poison
  - Rat
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  - Altar
  - Armor
  - Arrow
  - Beast
  - Blade
  - Cauldron
  - Horn
  - Key
  - Mask
  - Monolith
  - Pit
  - Prison

Ethereal Effects
- Avenging
- Compelling
- Dispossessing
- Emboldening
- Encouraging
- Energizing
- Enlightening
- Enraging
- Excruciating
- Foreseeing
- Paralyzing
- Summoning
- Soothening
- Terrifying
- Warding
- Wearying
- Withering
- Ethereal Elements
- Ash
- Chaos
- Distortion
- Dream
- Dust
- Echo
- Plague
- Plasma
- Probability
- Poison
- Rat
- Salt
- Ethereal Forms
- Aura
- Beacon
- Beam
- Blast
- Blob
- Bolt
- Gaze
- Loop
- Moment
- Nexus
- Portal
- Pulse
- Ethereal Effects
- Avenging
- Compelling
- Dispossessing
- Emboldening
- Encouraging
- Energizing
- Enlightening
- Enraging
- Excruciating
- Foreseeing
- Paralyzing
- Summoning
- Soothening
- Terrifying
- Warding
- Wearying
- Withering
- Ethereal Elements
- Ash
- Chaos
- Distortion
- Dream
- Dust
- Echo
- Plague
- Plasma
- Probability
- Poison
- Rat
- Salt
- Ethereal Forms
- Aura
- Beacon
- Beam
- Blast
- Blob
- Bolt
- Gaze
- Loop
- Moment
- Nexus
- Portal
- Pulse

Mutations
Use these results for magical curser, or spells that have gone wrong somehow.

- Ages
  - Animal eyes
  - Cyclops
  - Extra arms
  - Extra eyes

- Attracts birds
  - Animal head
  - Animal legs
  - Extra arms
  - Extra legs

- Child-form
  - Animal skin
  - Forked tongue

- Copulence
  - Animal form
  - Gender swap

- Covered in hair
  - Hunchback
  - Monster Trait
  - Shrieks
  - Shrivels

- Long arms
  - No eyes
  - No mouth
  - Skin boils

- Lose all hair
  - Slime trail
  - Slight trail

- P. Element skin
  - Second face
  - Translucent skin
  - Weeps blood

Insanities
Results in quotation marks are things that are believed to be true by the insane character.

- Always 1s
  - Fears birds
  - Fears horses

- Always polite
  - Fears blood
  - Fears iron

- “Animal-form”
  - Fears books
  - Fears music

- Cannot count
  - Fears darkness
  - Fears own hand

- Cannot lie
  - Fears fire
  - Fears PC

- Faceblind
  - Fears gold
  - Fears rain

- Fears rivers
  - “Genius”
  - "Mon. Feature"

- Fears silence
  - “Gorgeous”
  - “Monster Trait”

- Fears sleep
  - Hates violence
  - Must sing

- Fears sunlight
  - “Invisible”
  - New Personality

- Fears the moon
  - “Invisible”
  - Saysthoughts

- Fears trees
  - “Mon. Ability”
  - Sees dead people

Omens/Magical Catastrophes

- All iron rusts
  - Dream plague
  - Failure

- Animals die
  - Dream plague
  - Fail return

- Animals mutate
  - Endless night
  - Forest appears

- Birds attack
  - Endless night
  - Forgetfulness

- City appears
  - Endless storm
  - Graves open

- Deadly fog
  - Endless twilight
  - Lamentations

- Mass insanity
  - Outsider enters
  - Moggats

- Mass mutation
  - Outsider enters
  - Space distortions

- Mass slumber
  - People shrank
  - Space distortions

- Meteor strike
  - Plants wither
  - Stones speak

- Mirrors speak
  - Portal opens
  - Total silence

- No stars
  - Riffs open
  - Tower appears

- Water to blood
MONSTERS & ANIMALS

Creating monsters

Maze Rats assumes a world where most of the NPCs are human or humanoid. Otherworldly, unnatural, or aberrant creatures should be kept to a minimum to increase their impact on the players and gameplay. They lurk in the dark, deserted places of the world, hidden from the light of civilization.

Monsters should also be surprising, unique, and present players with an interesting problem to solve: overcoming a foe whose true nature is unknown. As a result, monsters should be custom-designed by the GM.

Creating a monster can be as simple as combining an animal with an effect, element, or form from the magic tables. However, if the GM desires additional detail, the monster table in the right can be used to combine random animals, traits, abilities, features, tactics, weaknesses, and personalities.

Monster and NPCstats


**Armor**: Unarmored: 6 armor. Light protection: 7 armor. Moderate protection: 8 armor. Heavy protection: 9 armor. Nighl imperative: 10 armor. Note that armor can also be used to represent a monster’s resistance to mundane weapons, or other factors that would make it difficult to harm.

**Attack Bonus**: Untrained: +0 AB. Trained: +1 AB. Dangerous: +2 AB. Masterful: +3 AB. Lethal: +4 AB.

**STR Bonus**: Weak: +0 STR. Average: +1 STR. Strong: +2 STR. Powerful: +3 STR. Monstrous: +4 STR.

**DEX Bonus**: Slow: +0 DEX. Average: +1 DEX. Nimble: +2 DEX. Swift: +3 DEX. Blurred: +4 DEX.

**WIL Bonus**: Dimwitted: +0 WIL. Average: +1 WIL. Clever: +2 WIL. Brilliant: +3 WIL. Genius: +4 WIL.

**Magic**: While some monsters may have spells and spell slots like a human, most are innately magical. These monsters do not follow the normal spellcasting rules, and may have abilities that are always active or that can simply be used at will.

---

### Monster Base

**Roll once, or roll twice and combine the results.**

<table>
<thead>
<tr>
<th>1-2: Aerial</th>
<th>3-6: Terrestrial</th>
<th>7-8: Aquatic</th>
</tr>
</thead>
</table>

#### Aerial Animals

- Albatross
- Bar
- Beetle
- Bird of Paradise
- Butterfly
- Condor
- Kingfisher
- Locust
- Magpie
- Manis
- Mockingbird
- Mosquito

#### Terrestrial Animals

- Ant
- Ape
- Armadillo
- Badger
- Bear
- Boar
- Mole
- Ostrich
- Ox
- Porcupine
- Rabbit
- Raccoon

#### Aquatic Animals

- Alligator
- Amoeba
- Anglerfish
- Beaver
- Clam
- Crab
- Octopus
- Otter
- Penguin
- Platypus
- Pufferfish
- Salamander

---

### Monster Features

Features can be used as loot. They can be crafted into items or sold to alchemists as ingredients for potions.

- Antlers
- Beak
- Carapace
- Compound Eyes
- Eye Stalks
- Plates
- Plumage
- Proboscis
- Scales
- Segments
- Shaggy Hair

- Fangs
- Fins
- Fur
- Hooves
- Horns
- Shell
- Spines
- Stinger
- Suction Cups

- Legless
- Long Tongue
- Many-Eyed
- Mucus
- Pincers
- Tail
- Tentacles
- Tusks
- Wings

---

### Monster Traits

- Amphibious
- Bloated
- Brittle
- Cannibal
- Clay-like
- Colossal
- Illusory
- Intelligent
- Irresistible
- Luminous
- Many-Headed
- Mechanical
- Physical

- Crystalline
- Decaying
- Ethereal
- Ever-Young
- Eyeless
- Planar
- Reflective
- Rubbery
- Shadowy
- Sharp

- Fearless
- Fluffy
- Gelatinous
- Geometric
- Hardened
- Skeletal
- Sticky
- Stinking
- Tiny
- Translucent

---

### Monster Abilities

- Absorbing
- Acid Blood
- Anti-Magic
- Blinding
- Breath Weapon
- Camouflaging
- Mimicking
- Mind-Reading
- Paralyzing
- Phasing
- Physical Effect
- Poisonous

- Duplicating
- Electric
- Entangling
- Exploding
- Exploding
- Radioactive
- Reflective
- Regenerating
- Shapeshifting
- Spell-Casting

- Gazee Weapon
- Hypnotizing
- Invisible
- Life-Draining
- Strangling
- Super-Strength
- Teleporting
- Vampiric
- Wall-Crawling

---

### Monster Weakness

Monsters do not have to have specific weaknesses, but it can be a good way to reward research and preparation.

- Bells
- Birdsong
- Children
- Gold
- Iron
- Competition
- Mistletoe
- Moonlight
- Music
- Methods
- Phylactery
- Phys. Elements

- Conversation
- Deformity
- Flattery
- Flowers
- Gifts
- Gold
- Mirrors
- Puzzles
- Riddles
- Rituals
- Silver
- Sunlight
- Tears

---

### Monster Tactics

- Ambush
- Call for Support
- Capture
- Charge
- Climb Foes
- Compel Worship

- Create Barrier
- Demand Duel
- Disorient
- Encircle
- Evade

- Gang Up
- Gather Strength
- Go Berserk
- Harry
- Hurl Foes
- Immobilize

- Manipulate
- Mock
- Monologue
- Order Minion
- Protect Leader

- Scatter Foes
- Scan Target
- Target Strongest
- Target Weakest
- Toy With

- Target Insolent
- Target Leader
- Use Terrain

---

### Monster Personality

Roll on this table or on the Personality table from the Characters page.

- Alien
- Devious
- Distractible
- Fanatical
- Forgetful
- Generous
- Hateful
- Honorable
- Humble
- Jaded
- Meticulous
- Psychopathic
- Sophisticated
- Touchy
- Unimpressed
- Vain
- Melancholy
- Polite
- Xenophobic

---

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### Characters

#### Civilized NPCs

- **Acolyte** Brewer Courtier
- **Actor** Bureaucrat Diplomat
- **Apotheosis** Butcher Fishmonger
- **Baker** Carpenter Guard
- **Barber** Clockmaker Haberdasher
- **Blacksmith** Courier Innkeeper
- **Item-seller** Musician Sculptor
- **Jeweler** Noble Shipwright
- **Knight** Painter Soldier
- **Locksmith** Priest Tailor
- **Mason** Scholar Taxidermist
- **Miller** Scribe Wigmaker

#### Underworld NPCs

- **Alchemist** Contortionist Fence
- **Beggar-prince** Counterfeiter Fortune teller
- **Blackmailer** Cultist Galley slave
- **Bounty-hunter** Cutpurse Gambler
- **Chimney sweep** Debt-collector Gravedigger
- **Coin-clipped** Deserter Headsman
- **Hedge knight** Peddler Slave
- **Highwayman** Pit-fighter Smuggler
- **Housebreaker** Poisoner Street performer
- **Knadiver** Rat-catcher Tattooist
- **Mad prophet** Scrivener Urchin
- **Mountebank** Sellored Usurer

#### Wilderness NPCs

- **Apiarist** Explorer Hermit
- **Bandit** Farmer Hunter
- **Caravan Guard** Fisherman Messenger
- **Caravanneer** Forager Minstrel
- **Druide** Fugitive Monk
- **Exile** Hedge wizard Monster hunter
- **Outlander** Sage Tinker
- **Tinker** Scavenger Tomb raider
- **Pilgrim** Scout Trader
- **Poacher** Shepherd Trapper
- **Raiders** Seer Witch
- **Ranger** Surveyor Woodcutter

### Female Names

- Adelaide Clover Esme
- Alma Constance Fern
- Barsaba Damaris Hester
- Beatrix Daphne Hippolyta
- Bianca Demona Jassamine
- Cleoepa Elberth Jilly
- Morgot Pepper Trillby
- Minerva Phoebe Tuesday
- Nerissa Piety Ursula
- Odette Poppy Vivian
- Olga Silence Wendy
- Orchid Sybil Zora

### Male Names

- Balthazar Destrian Florian
- Basil Ellis Fox
- Bertram Erasmus Godwin
- Blaxton Faustus Hannibal
- Bladwick Finn Jasper
- Clovis Fitzhugh Jiles
- Jules Oswald Silas
- Leopold Percival Stilton
- Merrick Peregrine Stratford
- Mortimer Quintin Tenpiece
- Odgen Redmaine Waverly
- Orion Reinhold Webster

### Upper Class Surnames

**This table can also be used for upper-class first names, if you want them to sound extra snobby.**

- Belvedere Dunlow Gastrell
- Birthea Edevane Girdwood
- Calaver Erelong Gorgon
- Carvel Fedland Grimeson
- De Rippe Fernsbry Gruger
- Droll Fisk Hitheryon
- La Marque Portendorfer Stavish
- Malmore Romatet Vandermeer
- Miter Rothery Wellbeloved
- Obilong Skorbeck Westergren
- Onymous Slera Wesley
- Phillifent Southvark Wilberforce

### Lower Class Surnames

- Barrow Coffin Gimble
- Beetleman Crumpling Graveworm
- Berrycloth Culpepper Greedish
- Birdwhistle Dankworth Hardwick
- Bobich Digworthy Hatman
- Chips Dreggs Hovel
- Knibs Rumbold Sle
- Midnight Rummage Slitherly
- Needle Sallow Stoker
- Nethercoat Saltmarsh Tarwater
- Pestle Silverless Tumbler
- Relish Skitter Villin

### Assets

**These are an NPC's strong points, attributes that make them a valuable ally.**

- Authority Excellent liar Hears rumors
- Avoids detection Extremely rich Huge family
- Calls in favors Faction-leader Huge library
- Charming Faction-member Hungry library
- Cooks the books Feared Impersonator
- Erases evidence Fortified base Interrogator
- Knows a guy Loyal henchmen Pulls the strings
- Knows a way in Middling oracle Secret lab
- Launder money Nothing to lose Sells contraband
- Learned Owns the guards Smuggles goods
- Local celebrity Powerful spouse Spy network
- Local knowledge Procurers gear War hero

### Liabilities

**These are an NPC's weak points, chinks in their armor that can be exploited to defeat them.**

- Addiction Gambler Insanity
- Alcoholic Glutton Jealous
- Corrupt ally Greedy Leaves evidence
- Goward Heretic Many enemies
- Decadent Huge debts Misinformed
- Forbidden love Imposter Money trail
- Narcissist Protective Temper
- Needs medicine Scandalous Trusting
- OCD Softhearted Vulnerable base
- Panoram Strict routines Wanted
- Parlyr Superstitious Weak-willed
- Poor equipment Suspicious Widely despised

### NPC Goals

- A better life Enlightenment
- Acceptance Fame
- Acquire item Found faction
- Craft item Freedom
- Destroy faction Glory
- Destroy item Infiltrate faction
- Locate NPC Serve evil
- Love Serve faction
- Mystery Serve ideology
- Power Serve leader
- Reach location Sabe the needy
- Rescue NPC Serve a deity
- Wealth

### Misfortunes

- Abandoned Condemned
- Addicted Crippled
- Arrested Discredited
- Blackmailed Dismissed
- Burgled Exiled
- Buried Famed
- Challenged Forgotten
- Framed Robbed
- Haunted Replaced
- Humiliated Rejected
- Impoverished Stood
- Kidnapped Suspected
- Lost Transformed

### Missions

**Use this table in combination with items, locations, NPCs, factions, and so on to generate missions for the PCs. You can also use it as a source of problems, rumors or nearby events to generate plot hooks.**

- Apprehend Exfiltrate
- Assassinate Exort
- Blackmail Follow
- Burgle Frame
- Chart Impersonate
- Convince Escort
- Infiltrate Impress
- Interrogate Impress
- Investigate Impersonate
- Kidnap Sabotage
- Locate Smuggle
- Plant Surveill
- Ruin Take over
- Thrash Terrorize
# Characters

## Methods

<table>
<thead>
<tr>
<th>Alchemy</th>
<th>Charm</th>
<th>Eloquence</th>
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<tbody>
<tr>
<td>Blackmail</td>
<td>Commerce</td>
<td>Espionage</td>
</tr>
<tr>
<td>Bluster</td>
<td>Cronies</td>
<td>Fast-talking</td>
</tr>
<tr>
<td>Bribery</td>
<td>Debate</td>
<td>Favors</td>
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<tr>
<td>Bullying</td>
<td>Deceit</td>
<td>Hard Work</td>
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<tr>
<td>Bureaucracy</td>
<td>Deduction</td>
<td>Humor</td>
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<tr>
<td>Investigation</td>
<td>Negotiation</td>
<td>Rumors</td>
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<tr>
<td>Legal maneuvers</td>
<td>Persistence</td>
<td>Sabotage</td>
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<tr>
<td>Manipulation</td>
<td>Piety</td>
<td>Teamwork</td>
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<tr>
<td>Misdirection</td>
<td>Preparation</td>
<td>Theft</td>
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<tr>
<td>Money</td>
<td>Quick Wit</td>
<td>Threats</td>
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<tr>
<td>Nagging</td>
<td>Research</td>
<td>Violence</td>
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## Appearances

<table>
<thead>
<tr>
<th>Aquiline</th>
<th>Bullnecked</th>
<th>Furrowed</th>
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<tbody>
<tr>
<td>Athletic</td>
<td>Chiseled</td>
<td>Gaunt</td>
</tr>
<tr>
<td>Barrel-chested</td>
<td>Coltish</td>
<td>Gorgeous</td>
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<tr>
<td>Boney</td>
<td>Corpulent</td>
<td>Grizzled</td>
</tr>
<tr>
<td>Brawny</td>
<td>Craggy</td>
<td>Haggard</td>
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<tr>
<td>British</td>
<td>Delicate</td>
<td>Handsome</td>
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<tr>
<td>Hideous</td>
<td>Sinewy</td>
<td>Towering</td>
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<td>Lanky</td>
<td>Slender</td>
<td>Trim</td>
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<td>Pudgy</td>
<td>Slumped</td>
<td>Weathered</td>
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<td>Ripped</td>
<td>Solid</td>
<td>Willowy</td>
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<td>Rosy</td>
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<td>Scranny</td>
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## Physical Details

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<th>Acid scars</th>
<th>Bronze skinned</th>
<th>Exotic accent</th>
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<tr>
<td>Battle scars</td>
<td>Burn scars</td>
<td>Flogging scars</td>
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<tr>
<td>Birthmark</td>
<td>Bushy eyebrows</td>
<td>Freckles</td>
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<tr>
<td>Braided hair</td>
<td>Curly hair</td>
<td>Gold tooth</td>
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<td>Brand mark</td>
<td>Dark skinned</td>
<td>Hoarse voice</td>
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<tr>
<td>Broken nose</td>
<td>Dreadlocks</td>
<td>Huge beard</td>
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<td>Long hair</td>
<td>Nine fingers</td>
<td>Sallow skin</td>
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<tr>
<td>Matted hair</td>
<td>Oiled hair</td>
<td>Shaved head</td>
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<td>One-eyed</td>
<td>Sunburned</td>
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<td>Missing teeth</td>
<td>Pale skinned</td>
<td>Tangled hair</td>
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<td>Piercings</td>
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<tr>
<td>Muttonchops</td>
<td>Ritual scars</td>
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## Clothing

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<tbody>
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<td>Battle-torn</td>
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<td>Bedraggled</td>
<td>Elegant</td>
<td>Formal</td>
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<td>Frayed</td>
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## Personalities

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## Mannerisms

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<td>Highly formal</td>
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## Secrets

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<td>Fence</td>
<td>Huge fortune</td>
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<td>Counterfeit</td>
<td>Fugitive</td>
<td>Illusion</td>
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<td>Non-human</td>
<td>Serial killer</td>
</tr>
<tr>
<td>Low born</td>
<td>NPC</td>
<td>Smuggler</td>
</tr>
<tr>
<td>Married</td>
<td>Polygamist</td>
<td>Spy</td>
</tr>
<tr>
<td>Mind-controlled</td>
<td>Proteus relic</td>
<td>Time traveler</td>
</tr>
<tr>
<td>Misfortune</td>
<td>Scandalous birth</td>
<td>Transformed</td>
</tr>
<tr>
<td>Monster hunter</td>
<td>Secret police</td>
<td>War criminal</td>
</tr>
</tbody>
</table>

## Reputations

**Reputations are not necessarily true. They are just how the local community perceives the character.**

<table>
<thead>
<tr>
<th>Ambitious</th>
<th>Cheat</th>
<th>Honest</th>
</tr>
</thead>
<tbody>
<tr>
<td>Authoritative</td>
<td>Dangerous</td>
<td>Hypochondriac</td>
</tr>
<tr>
<td>Boor</td>
<td>Entertainer</td>
<td>Idiot</td>
</tr>
<tr>
<td>Borrower</td>
<td>Gossip</td>
<td>Influential</td>
</tr>
<tr>
<td>Celebrity</td>
<td>Hardworking</td>
<td>Layabout</td>
</tr>
<tr>
<td>Charitable</td>
<td>Holy</td>
<td>Leader</td>
</tr>
<tr>
<td>Misanthrope</td>
<td>Partier</td>
<td>Riffraff</td>
</tr>
<tr>
<td>Miser</td>
<td>Pious</td>
<td>Scandalous</td>
</tr>
<tr>
<td>Neighborly</td>
<td>Proper</td>
<td>Slime ball</td>
</tr>
<tr>
<td>Nutjob</td>
<td>Prophet of doom</td>
<td>Terrifying</td>
</tr>
<tr>
<td>Obnoxious</td>
<td>Repulsive</td>
<td>Weirdo</td>
</tr>
<tr>
<td>Overeducated</td>
<td>Respected</td>
<td>Wise</td>
</tr>
</tbody>
</table>

## Relationships

<table>
<thead>
<tr>
<th>Adviser</th>
<th>Client</th>
<th>Idol</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blackmailer</td>
<td>Confidant</td>
<td>Informant</td>
</tr>
<tr>
<td>Business partner</td>
<td>Debtor</td>
<td>Master</td>
</tr>
<tr>
<td>Business rival</td>
<td>Disciple</td>
<td>Mentor</td>
</tr>
<tr>
<td>Buyer</td>
<td>Guardian</td>
<td>Nemesis</td>
</tr>
<tr>
<td>Captor</td>
<td>Henchman</td>
<td>Offspring</td>
</tr>
<tr>
<td>Parent</td>
<td>Right hand</td>
<td>Stalker</td>
</tr>
<tr>
<td>Patron</td>
<td>Romantic rival</td>
<td>Suitor</td>
</tr>
<tr>
<td>Political rival</td>
<td>Servant</td>
<td>Suppliant</td>
</tr>
<tr>
<td>Prisoner</td>
<td>Sibling</td>
<td>Supplier</td>
</tr>
<tr>
<td>Protégé</td>
<td>Social rival</td>
<td>Sweetheart</td>
</tr>
<tr>
<td>Quarry</td>
<td>Spouse</td>
<td>Unrequited love</td>
</tr>
</tbody>
</table>

## Divine Domains

**Use this table to generate divinities in your setting, or as a way to align NPCs with universal forces.**

<table>
<thead>
<tr>
<th>Animal</th>
<th>Cycles</th>
<th>Judgement</th>
</tr>
</thead>
<tbody>
<tr>
<td>Balance</td>
<td>Death</td>
<td>Love</td>
</tr>
<tr>
<td>Betrayal</td>
<td>Destiny</td>
<td>Memory</td>
</tr>
<tr>
<td>Chance</td>
<td>Dreams</td>
<td>Monsters</td>
</tr>
<tr>
<td>Chaos</td>
<td>Element</td>
<td>Moon</td>
</tr>
<tr>
<td>Conquest</td>
<td>Gateways</td>
<td>Motherhood</td>
</tr>
<tr>
<td>Misanthrope</td>
<td>Partier</td>
<td>Riffraff</td>
</tr>
<tr>
<td>Miser</td>
<td>Pious</td>
<td>Scandalous</td>
</tr>
<tr>
<td>Neighborly</td>
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</tr>
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</tr>
<tr>
<td>Obnoxious</td>
<td>Repulsive</td>
<td>Weirdo</td>
</tr>
<tr>
<td>Overeducated</td>
<td>Respected</td>
<td>Wise</td>
</tr>
<tr>
<td>NPC</td>
<td>Schemes</td>
<td>The Sea</td>
</tr>
<tr>
<td>Oaths</td>
<td>Secrets</td>
<td>The Wild</td>
</tr>
<tr>
<td>Order</td>
<td>Storms</td>
<td>Time</td>
</tr>
<tr>
<td>Plague</td>
<td>Summer</td>
<td>Underworld</td>
</tr>
<tr>
<td>Purification</td>
<td>Sun</td>
<td>Wealth</td>
</tr>
<tr>
<td>Reason</td>
<td>The Forge</td>
<td>Winter</td>
</tr>
</tbody>
</table>

## After the Party

**After a long night of celebration, roll a random result if the PC fails a W1L danger roll.**

<table>
<thead>
<tr>
<th>Absurd boasts</th>
<th>Elected to office</th>
<th>Inconvenient pet</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adopted a child</td>
<td>Given a quest</td>
<td>Insulted a noble</td>
</tr>
<tr>
<td>Awarded medal</td>
<td>Got married</td>
<td>Insulted Faction</td>
</tr>
<tr>
<td>Bought the inn</td>
<td>In a coffin</td>
<td>Joined a cult</td>
</tr>
<tr>
<td>Cursed</td>
<td>In love</td>
<td>Letter of thanks</td>
</tr>
<tr>
<td>Duel scheduled</td>
<td>In the stocks</td>
<td>Lost</td>
</tr>
<tr>
<td>Lost at gambling</td>
<td>Robbed</td>
<td>Spilled secrets</td>
</tr>
<tr>
<td>Lost reputation</td>
<td>Roof on fire</td>
<td>Started a cult</td>
</tr>
<tr>
<td>New identity</td>
<td>Shanghaied</td>
<td>Swindled</td>
</tr>
<tr>
<td>New tattoo</td>
<td>Sick</td>
<td>Thrown in jail</td>
</tr>
<tr>
<td>Poisoned</td>
<td>Signed contract</td>
<td>Unrequited love</td>
</tr>
<tr>
<td>Recruited</td>
<td>Someone died</td>
<td>Wrong clothes</td>
</tr>
</tbody>
</table>

---

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# TREASURE & EQUIPMENT

Use the list of gold prices below as a guideline. Players may have to haggle for actual prices.

- **Light weapons:** 1 hand (20g)
- **Heavy weapons:** +1 damage, 2 hands. (40g)
- **Ranged weapons:** 2 hands. (20-40g)
- **Shield:** One handed, +1 armor. (10g)
- **Light Armor:** +1 armor. (10g)
- **Heavy Armor:** +2 armor, no advantage on DEX danger rolls or surprise attack rolls. (200g)

## Common Items
- Rope, candles, etc. (1-5g)

## Specialized Items
- Bear trap, key, etc. (5-20g)

## Luxury Items
- Book, mirror, potion etc. (20-100g)

## Animals
- Mule (20g), Horse (100g), Dog (5g), Bloodhound (100g), Chicken (5g), Trained falcon (1000g).

## Transport
- Cart (300g), Wagon (100g), Coach (250g), Rowboat (500g), Fishing boat (500g), Caravel (5000g), Warship (1000g).

## Property
- Small House (1000g), Tavern (2000g), Guildhall (5000g), Manor (10000g), Forlorn Post (25000g), Estate (50000g), Castle (200000g).

## Hirelings
- (all prices are per day): Servant (1-5g), Torchbearer (5-10g), Guide (10-20g), Sellsword (20-50g), Specialist (50-100g), Magician (100-200g).

## Miscellaneous Items
- Players may find miscellaneous items when they loot dead bodies or pick someone's pocket.

<table>
<thead>
<tr>
<th>Item Type</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bowl</td>
<td>Drawing</td>
</tr>
<tr>
<td>Brass bell</td>
<td>Foreign coin</td>
</tr>
<tr>
<td>Brooch</td>
<td>Gamepiece</td>
</tr>
<tr>
<td>Carved figurine</td>
<td>Glass eye</td>
</tr>
<tr>
<td>Cup</td>
<td>Glass jar</td>
</tr>
<tr>
<td>Deck of cards</td>
<td>Hair comb</td>
</tr>
<tr>
<td>Long fork</td>
<td>Purse</td>
</tr>
<tr>
<td>Numbered key</td>
<td>Quill pen</td>
</tr>
<tr>
<td>Oil lamp</td>
<td>Salve</td>
</tr>
<tr>
<td>Old doll</td>
<td>Scissors</td>
</tr>
<tr>
<td>Paint pot</td>
<td>Scroll</td>
</tr>
<tr>
<td>Pencil</td>
<td>Seal</td>
</tr>
</tbody>
</table>
## The City

### City Themes

<table>
<thead>
<tr>
<th>Animal</th>
<th>Aristocracy</th>
<th>Art</th>
<th>Bureaucracy</th>
<th>Castes</th>
<th>Catacombs</th>
<th>Meritocracy</th>
<th>NPC</th>
<th>Opulence</th>
<th>Phys. Element</th>
<th>Pilgrimages</th>
<th>Piracy</th>
</tr>
</thead>
<tbody>
<tr>
<td>City Activity</td>
<td>City Event</td>
<td>Crime families</td>
<td>Cruelty</td>
<td>District Theme</td>
<td>Divine Domain</td>
<td>Feudal</td>
<td>Fascist</td>
<td>Intrigue</td>
<td>Low Cl. Building</td>
<td>Marital law</td>
<td>Masquerade</td>
</tr>
<tr>
<td>Faction</td>
<td>Factions</td>
<td>Feuds</td>
<td>Intrigue</td>
<td>Intrigue</td>
<td>Intrigue</td>
<td>Intrigue</td>
<td>Intrigue</td>
<td>Intrigue</td>
<td>Intrigue</td>
<td>Intrigue</td>
<td>Intrigue</td>
</tr>
</tbody>
</table>

### City Events

<table>
<thead>
<tr>
<th>Assassination</th>
<th>Carnaval</th>
<th>Conspicition</th>
<th>Coronation</th>
<th>Coup</th>
<th>Cult activity</th>
<th>Insurrection</th>
<th>Invasion</th>
<th>Jailbreak</th>
<th>Masseviction</th>
<th>Mass pardin</th>
<th>Negotions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Curfew</td>
<td>Discovery</td>
<td>Earthquake</td>
<td>Festivals</td>
<td>Fashion trend</td>
<td>Fire</td>
<td>Plague</td>
<td>Proclamation</td>
<td>Prohibition</td>
<td>Public games</td>
<td>Refugees</td>
<td>Rioting</td>
</tr>
<tr>
<td>Flood</td>
<td>Heavy fog</td>
<td>Heavy taxes</td>
<td>Holyday</td>
<td>Hysteria</td>
<td>Inquisition</td>
<td>Roundup</td>
<td>Scandal</td>
<td>Serialkiller</td>
<td>Shortage</td>
<td>Tournament</td>
<td>Trottin</td>
</tr>
</tbody>
</table>

### District Themes

<table>
<thead>
<tr>
<th>Catacombs</th>
<th>Civilized NPCs</th>
<th>Construction</th>
<th>Crafts</th>
<th>Criminality</th>
<th>Culture</th>
<th>Low Cl. Building</th>
<th>Marketplac</th>
<th>Memorials</th>
<th>Military</th>
<th>Opulence</th>
<th>Pollution</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dining</td>
<td>Education</td>
<td>Entertainment</td>
<td>Finance</td>
<td>Foreigners</td>
<td>Ghettoes</td>
<td>Poverty</td>
<td>Punishment</td>
<td>Religion</td>
<td>Science</td>
<td>Trade</td>
<td>Trash</td>
</tr>
<tr>
<td>Government</td>
<td>Graveyards</td>
<td>Green space</td>
<td>Industrialization</td>
<td>Judgement</td>
<td>Livestock</td>
<td>Under NPC</td>
<td>Up Cl. Building</td>
<td>Vices</td>
<td>Wild NPCs</td>
<td>Wizardry</td>
<td>Wonders</td>
</tr>
</tbody>
</table>

### City Activities

**Use this table as inspiration when creating your random encounter table for each city district.**

<table>
<thead>
<tr>
<th>Abduct</th>
<th>Beg</th>
<th>Brawl</th>
<th>Burgle</th>
<th>Celebrate</th>
<th>Chase</th>
<th>Marry</th>
<th>Mission</th>
<th>Mourn</th>
<th>Party</th>
<th>Patrol</th>
<th>Perform</th>
</tr>
</thead>
<tbody>
<tr>
<td>Construct</td>
<td>Cook</td>
<td>Dance</td>
<td>Duel</td>
<td>Duet</td>
<td>Duet</td>
<td>Duet</td>
<td>Duet</td>
<td>Duet</td>
<td>Duet</td>
<td>Duet</td>
<td>Duet</td>
</tr>
<tr>
<td>Extinguish</td>
<td>Exort</td>
<td>Follow</td>
<td>Gamble</td>
<td>Haar</td>
<td>Intergate</td>
<td>Repair</td>
<td>Riot</td>
<td>Rob</td>
<td>Rob</td>
<td>Rob</td>
<td>Rob</td>
</tr>
</tbody>
</table>

### Building Rooms

**Arboretum** | **Bed chamber** | **Dungeon Room**
| **Atrium** | **Cabinet** | **Garden** |
| **Artic** | **Chapel** | **Garret** |
| **Avary** | **Cloakroom** | **Greenhouse** |
| **Balroom** | **Dining room** | **Junk room** |
| **Bath** | **Dressing room** | **Kitchen** |
| **Larder** | **Pantry** | **Smoking room** |
| **Library** | **Parlor** | **Spicery** |
| **Map room** | **Privy** | **Still room** |
| **Menagerie** | **Root cellar** | **Study** |
| **Mews** | **Saucery** | **Trophy room** |
| **Nursery** | **Scullery** | **Wardrobe** |

### Faction Traits

<table>
<thead>
<tr>
<th>Bankrupt</th>
<th>Decadent</th>
<th>Esoteric</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bankrupt</td>
<td>Bankrupt</td>
<td>Bankrupt</td>
</tr>
<tr>
<td>Bankrupt</td>
<td>Bankrupt</td>
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<tr>
<td>Bankrupt</td>
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<td>Bankrupt</td>
<td>Bankrupt</td>
<td>Bankrupt</td>
</tr>
<tr>
<td>Bankrupt</td>
<td>Bankrupt</td>
<td>Bankrupt</td>
</tr>
</tbody>
</table>

### Faction Goals

<table>
<thead>
<tr>
<th>Advise leader</th>
<th>Control politics</th>
<th>Destroy artifacts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bankrupt</td>
<td>Bankrupt</td>
<td>Bankrupt</td>
</tr>
<tr>
<td>Bankrupt</td>
<td>Bankrupt</td>
<td>Bankrupt</td>
</tr>
<tr>
<td>Bankrupt</td>
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<td>Bankrupt</td>
</tr>
<tr>
<td>Bankrupt</td>
<td>Bankrupt</td>
<td>Bankrupt</td>
</tr>
</tbody>
</table>

### Tactical Street Features

**Combine this table with City Activities to add tactical elements to street combat and encounters.**

<table>
<thead>
<tr>
<th>Arcade</th>
<th>Carriages</th>
<th>Deadend</th>
</tr>
</thead>
<tbody>
<tr>
<td>Almynns</td>
<td>Catwalks</td>
<td>Dense fog</td>
</tr>
<tr>
<td>Balconies</td>
<td>City Activity</td>
<td>Downpour</td>
</tr>
<tr>
<td>Barricades</td>
<td>Climbable walls</td>
<td>Dun. Activity</td>
</tr>
<tr>
<td>Bridge</td>
<td>Clotheslines</td>
<td>Flooding</td>
</tr>
<tr>
<td>Canal</td>
<td>Crowd</td>
<td>Food stalls</td>
</tr>
<tr>
<td>Fountain</td>
<td>Roof access</td>
<td>Steep streets</td>
</tr>
<tr>
<td>Gates</td>
<td>Roof gardens</td>
<td>Steps</td>
</tr>
<tr>
<td>Ladders</td>
<td>Sewer access</td>
<td>Torn up street</td>
</tr>
<tr>
<td>Livestock</td>
<td>Sinkhole</td>
<td>Vermin swarms</td>
</tr>
<tr>
<td>Muddy</td>
<td>Slick</td>
<td>Well</td>
</tr>
<tr>
<td>Overgrown</td>
<td>Steep roofs</td>
<td>Wild. Activity</td>
</tr>
</tbody>
</table>

### Tactical Building Features

**Use this table to add challenges, access points, and other useful features to missions involving building interiors.**

<table>
<thead>
<tr>
<th>Animal nests</th>
<th>Cabins</th>
<th>Echoing marble</th>
</tr>
</thead>
<tbody>
<tr>
<td>Balconies</td>
<td>Carpenters</td>
<td>Hanging chains</td>
</tr>
<tr>
<td>Basement access</td>
<td>Chandeliers</td>
<td>Huge fireplace</td>
</tr>
<tr>
<td>Brightly lit</td>
<td>Crawls</td>
<td>Narrow ledges</td>
</tr>
<tr>
<td>Broken furniture</td>
<td>Drain pipes</td>
<td>Open windows</td>
</tr>
<tr>
<td>Broken glass</td>
<td>Dumbarers</td>
<td>Ornate weapons</td>
</tr>
<tr>
<td>Overgrown</td>
<td>Rotting walls</td>
<td>Sphoyles</td>
</tr>
<tr>
<td>Patrols</td>
<td>Screens</td>
<td>Staircases</td>
</tr>
<tr>
<td>Files of trash</td>
<td>Servant passage</td>
<td>Tall bookshelves</td>
</tr>
<tr>
<td>Pillars</td>
<td>Sewer access</td>
<td>Unlit</td>
</tr>
<tr>
<td>Rotting ceiling</td>
<td>Shadowy alcoves</td>
<td>Watchdogs</td>
</tr>
<tr>
<td>Rotting floors</td>
<td>Skylights</td>
<td>Window drapes</td>
</tr>
</tbody>
</table>

---

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THE WILD

Wilderness Regions

Ashy  Dry lands  Forest
Badlands  Dune sea  Glaciers
Bay  Dust bowl  Heath
Beach  Fjords  Highlands
Delta  Flood lands  Hills
Desert  Foothills  Ice fields
Jungle  Plains  Taiga
Lowlands  Rainforest  Thickets
Mesas  Riverlands  Tundra
Moors  Salt Pan  Volcanic plain
Mountains  Savanna  Wetlands
Petrified forest  Steppe  Woodlands

Wilderness Landmarks

Bog  Crater  Grove
Boulder field  Creek  Hill
Bute  Crossing  Hollow
Cave  Ditch  Hot springs
Cliff  Field  Lair
Crag  Forest  Lake
Lakebed  Pond  Rockslide
Marsh  Rapids  Spring
Mesa  Ravine  Swamp
Moors  Ridge  Thickets
Pass  Rise  Valley
Pit  River  Waterfall

Wilderness Structures

Altar  Cairn  Ford
Aqueduct  Crossroads  Fortress
Bandit's camp  Crypt  Gallows
Battlefield  Dam  Graveyard
Bonfire  Dungeon  Hedge
Bridge  Farm  Hunter's camp
Inn  Outpost  Standing stone
Lumber camp  Pasture  Temple
Mine  Ruin  Village
Monastery  Seclusion  Wall
Monument  Shack  Watchtower
Orchard  Shrine  Waystone

Wilderness Region Traits

Combine with Wilderness Regions.

Ashen  Creeping  Frozen
Blasted  Desolate  Haunted
Blighted  Dungeon Trait  Howling
Broken  Eternal  Jagged
Consuming  Ethereal Effect  Lonely
Corrupted  Forsaken  Misty
Perilous  Shifting  Thorny
Petrifield  Shivering  Thundering
Phantasmal  Sinister  Torrental
Ravenous  Sinking  Physical Effect
Savage  Smoldering  Wandering
Shadowy  Sweetering  Withered

Wilderness Hazards

Use this table to create your own personalized table that fits the type of terrain the PCs are in.

Avalanche  Downpour  Forest fire
Blizzard  Drizzle  Hall
Brushfire  Dust storm  Heat wave
Cloudburst  Earthquake  Hurricane
Cyclone  Eruption  Ice storm
Dense fog  Flooding  Light mist
Locust swarm  Predator  Snow
Magma flow  Quicksand  Stampede
Meteor strike  Rain of frogs  Thunderstorm
Monsoon  Rockslide  Tsunami
Mudflow  Sandstorm  Whirlpool
Mudslide  Sleet  Windstorm

Wilderness Discoveries

Blood stains  Cut ropes  Item
Bones  Dead animal  Lost NPC
Broken weapons  Dun. Activity  Magical effect
Burrow  Food scraps  Message
City Activity  Grave marker  Migration
Civilized NPC  Human corpse  Under. NPC
Mutation  Stunned NPC  Wild Activity
Nest  Supplies  Wild. Landmark
Portal  Torn flag  Wild. Structure
Resources  Tracks  Wilderness NPC
Rift  Trap  Wizard fight
Strange plant  Treasure cache  Wizard fight

Wilderness Activities

Use this table as inspiration when creating your random encounter table for the current wilderness region.

Ambush  Convene  Excavate
Argue  Converse  Eat
Birth  Demolish  Feast
Build  Die  Felling
Bury  Duel  Fish
Capture  Dust  Flee
Dun. Activity  Sacrifice  Sleep
Forage  Scout  Swim
Hunt  Scout  Track
March  Sing  Trap
Raid  Skin  Wander
Rescue  Skirmish  Worship
Rest  Slay  Worship

Edible Plants

Use this table and the Poisonous Plants table when PCs forage for food in the wild.

Acorns  Cattail  Dead-nettle
Apples  Cherries  Elderberries
Asparagus  Chickweed  Fireweed
Blackberries  Chincory  Gooseberries
Blueberries  Clover  Hazelnuts
Carrots  Dandelion  Henbit
Hickory nuts  Mushrooms  Strawberries
Honeysuckle  Mustard  Walnuts
Leeks  Onion  Watercress
Milk thistle  Pecans  Wild garlic
Mint  Persimmons  Wild grapes
Mulberries  Raspberries  Wood sorrel

Poisonous Plants

Angel's Trumpet  Cocklebur  Hemlock
Baneberry  Columbine  Hogweed
Belladonna  Crowned  Holly
Black Truffle  Death Cap  Horse Chestnut
Bleeding Heart  Dumbcane  Hyacinth
Celandine  Foxglove  Ivy
Jessamine  Moonflower  Spindle
Kudzu  Nightshade  Stinkhorn
Larkspur  Oleander  Waxcap
Mandrake  Ragonot  Wine-Cap
Mangrove  Reindeer Lichen  Wolvesbane
Mistletoe  Snakeweed  Wormwood

Inn Adjectives

Combine an Inn Adjective and an Inn Noun, or just two Inn Nouns to create inn name. For example, the Haunted Griffin or the Axe & fork.

Bellowing  Cunning  Ghastly
Blazing  Copper  Golden
Bleak  Dancing  Helpful
Blessed  Dead  Hidous
Bloody  Drunken  Howling
Crimson  Flying  Hungry
Moldy  Romantic  Smoking
Muttering  Salty  Thirsty
Nimbled  Singing  Wicked
Oozing  Shivering  Tipsy
Petrifield  Shrieking  Whistling
Prancing  Silver  Wanton

Inn Nouns

Axe  Bucket  Elephant
Barrel  Candle  Flea
Bear  Cock  Fork
Bell  Cow  Giant
Boot  Dragon  Griffin
Bowl  Egg  Hart
Hog  Monk  Spoon
Hound  Moon  Star
Lamb  Pipe  Swan
Lion  Prince  Sword
Mackerel  Rat  Whale
Maid  Skull  Wife

Inn Quirks

100 years in past  Brand new  Dungeon Form
Always night  Cannibals  Expensive
Animal fights  City Activity  Faction hangout
Bard duels  Constant party  Faction Traits
Bigger inside  Dancing contest  Famous chef
Black market  Dead drop  Fey patrons
Fight club  Magic sword  Staff are kids
Five floors  Magically moves  Talking painting
Ghost staff  Mers for hire  Underground
Haunted  NPC hangout  VIP lounge
Hideout  Preaching  Voice in well
Inn Building  Secure storage  Women only

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## The Maze

### Dungeon Entrances

<table>
<thead>
<tr>
<th>Location</th>
<th>Entrance</th>
</tr>
</thead>
<tbody>
<tr>
<td>All libraries</td>
<td>Cupboard</td>
</tr>
<tr>
<td>Beaver dam</td>
<td>Dolmen shadow</td>
</tr>
<tr>
<td>Behind waterfall</td>
<td>Down a well</td>
</tr>
<tr>
<td>Chalk rectangle</td>
<td>Fiery pit</td>
</tr>
<tr>
<td>Chest bottom</td>
<td>Fog road</td>
</tr>
<tr>
<td>Chimney</td>
<td>Forest spring</td>
</tr>
<tr>
<td>Magic painting</td>
<td>Narrow alley</td>
</tr>
<tr>
<td>Man-shape hole</td>
<td>Rain door</td>
</tr>
<tr>
<td>Maze pot</td>
<td>Sewer grate</td>
</tr>
<tr>
<td>Mirror</td>
<td>Sudden rift</td>
</tr>
<tr>
<td>Monster mouth</td>
<td>Tidal cave</td>
</tr>
<tr>
<td>Monster wound</td>
<td>Tower top</td>
</tr>
</tbody>
</table>

### Dungeon Ruinations

<table>
<thead>
<tr>
<th>Ruination</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arcane disaster</td>
<td>Curse</td>
</tr>
<tr>
<td>Army invasion</td>
<td>Carnibalism</td>
</tr>
<tr>
<td>Cannibalism</td>
<td>Civil war</td>
</tr>
<tr>
<td>Collapse</td>
<td>Crystal growth</td>
</tr>
<tr>
<td>Ice</td>
<td>Insanity</td>
</tr>
<tr>
<td>Magic</td>
<td>Monster attack</td>
</tr>
</tbody>
</table>

### Dungeon Rewards

Not all dungeons have to have rewards, but they provide a good motivation for players to explore.

### Dungeon Rooms

<table>
<thead>
<tr>
<th>Room</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armory</td>
<td>Chasm</td>
</tr>
<tr>
<td>Banquet hall</td>
<td>Courtyard</td>
</tr>
<tr>
<td>Barracks</td>
<td>Crypt</td>
</tr>
<tr>
<td>Building Room</td>
<td>Dormitory</td>
</tr>
<tr>
<td>Catacombs</td>
<td>Fighting pit</td>
</tr>
<tr>
<td>Cave</td>
<td>Forge</td>
</tr>
<tr>
<td>Mess hall</td>
<td>Record room</td>
</tr>
<tr>
<td>Mine shaft</td>
<td>Shrine</td>
</tr>
<tr>
<td>Museum</td>
<td>Slaughterhouse</td>
</tr>
<tr>
<td>Oubliette</td>
<td>Stables</td>
</tr>
<tr>
<td>Pool</td>
<td>Storeroom</td>
</tr>
<tr>
<td>Prison</td>
<td>Throne room</td>
</tr>
</tbody>
</table>

### Dungeon Room Details

<table>
<thead>
<tr>
<th>Effect</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bas-relief</td>
<td>Corpses</td>
</tr>
<tr>
<td>Blood trail</td>
<td>Cracked beams</td>
</tr>
<tr>
<td>Bones</td>
<td>Crumbling walls</td>
</tr>
<tr>
<td>Chains</td>
<td>Decaying food</td>
</tr>
<tr>
<td>Chalk marks</td>
<td>Decaying nest</td>
</tr>
<tr>
<td>Claw marks</td>
<td>Dripping water</td>
</tr>
<tr>
<td>Graffiti</td>
<td>Slime trails</td>
</tr>
<tr>
<td>Mosaics</td>
<td>Spider webs</td>
</tr>
<tr>
<td>Recent repairs</td>
<td>Stalactites</td>
</tr>
<tr>
<td>Rotting books</td>
<td>Stench</td>
</tr>
<tr>
<td>Rubble</td>
<td>Smoke stains</td>
</tr>
<tr>
<td>Shed skin</td>
<td>Thick dust</td>
</tr>
</tbody>
</table>

### Dungeon Activities

Use this table as inspiration when creating your random encounter table for the dungeon.

<table>
<thead>
<tr>
<th>Activity</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Besiege</td>
<td>Deliver</td>
</tr>
<tr>
<td>Capture</td>
<td>Demolish</td>
</tr>
<tr>
<td>City Activity</td>
<td>Escape</td>
</tr>
<tr>
<td>Collect</td>
<td>Feed</td>
</tr>
<tr>
<td>Construct</td>
<td>Fortify</td>
</tr>
<tr>
<td>Control</td>
<td>Guard</td>
</tr>
<tr>
<td>Negotiate</td>
<td>Repair</td>
</tr>
<tr>
<td>Patrol</td>
<td>Rescue</td>
</tr>
<tr>
<td>Perform ritual</td>
<td>Research</td>
</tr>
<tr>
<td>Purge</td>
<td>Revive</td>
</tr>
<tr>
<td>Question</td>
<td>Riddle</td>
</tr>
<tr>
<td>Raid</td>
<td>Scavenge</td>
</tr>
</tbody>
</table>

### Dungeon Hazards

<table>
<thead>
<tr>
<th>Hazard</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acid drip</td>
<td>Deafening noise</td>
</tr>
<tr>
<td>Bloodsuckers</td>
<td>Dense fog</td>
</tr>
<tr>
<td>Cave-in</td>
<td>Ensnaring vines</td>
</tr>
<tr>
<td>Choking dust</td>
<td>Fallen floor</td>
</tr>
<tr>
<td>Crude oil</td>
<td>Flooding</td>
</tr>
<tr>
<td>Crystal shards</td>
<td>Freezing</td>
</tr>
<tr>
<td>Poison gas</td>
<td>Frozen</td>
</tr>
<tr>
<td>Poison plants</td>
<td>Geyser</td>
</tr>
<tr>
<td>Precipice</td>
<td>Hail</td>
</tr>
<tr>
<td>Quicksand</td>
<td>Lightning</td>
</tr>
<tr>
<td>Radiation</td>
<td>Mist</td>
</tr>
<tr>
<td>Rockslide</td>
<td>Spores</td>
</tr>
</tbody>
</table>

### Trap Effects

A good trap should either already be active or should have a fairly obvious trigger. The challenge should come from avoiding the trap's effects, avoiding the trigger, or finding a way to deactivate it.

<table>
<thead>
<tr>
<th>Effect</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acid pool</td>
<td>Blunt pendulum</td>
</tr>
<tr>
<td>Adhesive</td>
<td>Boiling tar</td>
</tr>
<tr>
<td>Alarm</td>
<td>Collapsing floor</td>
</tr>
<tr>
<td>Armor melts</td>
<td>Crocodile pit</td>
</tr>
<tr>
<td>Bear trap</td>
<td>Crushing walls</td>
</tr>
<tr>
<td>Blinding spray</td>
<td>Deep pit</td>
</tr>
<tr>
<td>Lava flow</td>
<td>Pendulum blade</td>
</tr>
<tr>
<td>Lightning</td>
<td>Poison gas</td>
</tr>
<tr>
<td>Living statues</td>
<td>Poison needle</td>
</tr>
<tr>
<td>Missile fire</td>
<td>Quicksand</td>
</tr>
<tr>
<td>Monster feed</td>
<td>Rage gas</td>
</tr>
</tbody>
</table>

### Trap Triggers

<table>
<thead>
<tr>
<th>Trigger</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blow</td>
<td>Drain</td>
</tr>
<tr>
<td>Break</td>
<td>Eat</td>
</tr>
<tr>
<td>Burn</td>
<td>Insert</td>
</tr>
<tr>
<td>Choice</td>
<td>Kill</td>
</tr>
<tr>
<td>Countdown</td>
<td>Knock</td>
</tr>
<tr>
<td>Darkness</td>
<td>Light</td>
</tr>
<tr>
<td>Press</td>
<td>Remove</td>
</tr>
<tr>
<td>Proximity</td>
<td>Retrieve</td>
</tr>
<tr>
<td>Pull</td>
<td>Rutness</td>
</tr>
<tr>
<td>Read</td>
<td>Shut</td>
</tr>
<tr>
<td>Reflect</td>
<td>Sit</td>
</tr>
<tr>
<td>Release</td>
<td>Sleep</td>
</tr>
</tbody>
</table>

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**Prepping a Session**

**Situations, Not Plots**

Never prepare a plot for the players to follow. Instead, create a number of nearby situations that contain a reason to get involved, some problems to overcome, and optionally a threat that will worsen the PC’s lives if not dealt with. The first campaign session should start in the middle of a high-energy situation in order to get the players hooked.

Don’t overdo the preparation! Keep your situation ideas loose enough that they can be adapted to the PC’s choices and the flow of the game. Remember that unused prep can always be recycled in later sessions. After each session, ask the players what they plan on doing next and prep a few situations related to that. The direction of the game should be guided by the player’s decisions, not the GM’s.

**Player Skill, Not PC Skill**

Maze RatsPCs are very minimalistic because the character sheet is mostly there for when players make a mistake. Players are not meant to solve problems with die rolls but with their own ingenuity. Therefore, present them with problems that:

- Can be solved with common sense
- Have no simple solution
- Have many difficult solutions

Examples: Cross a moat full of crocodiles. There’s a tiny octopus in your stomach that’s biting you. A door in the bottom of a dungeon is only open if sunlight shines on it. Retrieve a key from the bottom of a lake of acid.

**Tools, Not Upgrades**

When you give players tools, you give them new ways to engage the world. A good tool doesn’t increase PC’s damage or add an ability bonus; it does an odd, very specific thing that is only powerful when used cleverly. This turns every problem into a puzzle and encourages creative solutions.

Examples: A rope that becomes as rigid as steel on command. A coin that lands on any result you wish when flipped. A bell that produces a 1 foot sphere of silence around it. A ring that instantly grows you a different beard for each finger you put it on.

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**Gamemaster’s Guide**

**Sample Game**

**GM:** You are awakened to the sound of breaking glass. Everything is still in the common room of the Sow & Spoon, but you can barely make out some whispering coming from the inn’s kitchen.

**Sybil:** I look over at Jasper and motion towards the kitchen. Then I begin creeping in that direction, taking care to avoid the other sleeping patrons.

**Jasper:** I follow her.

**GM:** Sybil, make a DEX danger roll to stay undetected.

**Sybil:** I have the Shadowjack path, so I get advantage on this. (Rolls dice) 2, 4, and 5. I take the 4 and 5 and add +2 from my DEX. I succeed.

**GM:** Since Jasper is following right behind you and taking your lead, I’ll rule that he stays silent as well.

**Jasper:** Ok, good. What do we see in the kitchen?

**GM:** Peeking around the corner, you see the innkeeper youmet last night, Silas. He’s asleep on the floor with a bottle of wine.

**Jasper:** I whisper, “Silas!” And shake him.

**GM:** He starts awake. “Huhh! Whuh? What’s going on?” I’ll make a reaction roll. 2. He’s wary of you guys and will need motivation before he helps you.

**Sybil:** “Silas, we heard a window breaking! I think someone’s trying to burgle the inn!”

**GM:** Yeah, that’s more than enough for him. He’s sticking with you now, holding the wine bottle. You hear more whispering from the back storeroom.

**Jasper:** Let’s sneak back there. DEX roll again?

**GM:** No, you did well on the first one, so I’ll let that ride until something changes. Peeking into the storeroom, you see that the small window at the top has been broken. A cloaked man is standing in the room, helping another man climb down through the window.

**Sybil:** Let’s take them by surprise! I rush forward to slash at the thief with my short sword.
**Building the World**

**The Wilderness**

When designing the wilderness of your world, start out by mapping just the local area, with at least one safe haven (like a city or town) and a number of possible adventure locations: dungeons, ruins, mines, towers, camps, etc. Drawing your map on hex-grid paper can be useful in keeping track of distances. As the players venture further afield, expand the map in that direction.

If you decide to use a hex-grid for overland travel, consider making each hex 6 miles across from side to side. A PC can generally travel 18 miles per day along a road, 12 miles per day across open wilderness, and 6 miles per day through difficult terrain like forests or mountains. Make sure the players are aware of several possible routes to any destination, each of their own advantages and drawbacks. Fill in the wilderness of your map with different types of terrain (forests, deserts, rivers, mountains, hills, swamps, plains, wastelands), and for each region create a table of random discoveries, including dangerous foes, neutral NPCs, and interesting sites. Each day and each night there is a 2 in 6 that the PCs will find something. Night encounters are often more dangerous. If they find something of a permanent nature, mark it on the map and replace that table entry with something new. Make sure to describe the weather as the PCs travel. Weather is a great source of interesting complications, especially things like heavy rain, snow, or storms.

Place unique, hidden locations around your map that players won’t find if they just pass quickly through. In order to find them, the PCs must either spend a whole day searching the area carefully or else know exactly where to look.

**The City**

Is a good city built around some distinct themes? Is it decadent and bureaucratic? A major pilgrimage site? Famous for wizards? All three? The themes you help choose to cement the feel of the city in the players’ minds and let them know what to expect.

Decide what’s going on in the city at present. Are there any notable events, such as disasters, festivals, assassinations, or conflicts? Polarizing events like this make cities easier to run, since everyone in the city will be affected by them. You can use that one event to decide what everyone is up to.

Break the city up into districts or neighborhoods and mark the connections between them. Each district should have a theme of its own that sets it apart from the rest of the city. This allows players some control over the kind of encounters they have. Mark down any well-known locations in each district that players will automatically notice, along with any major characters and factions present. Each district should also have a number of interesting features that only reveal themselves if players know where to look.

Finally, make a list of random encounters for each district, based on the district’s themes. These encounters can be dangerous, but might also be unusual events that the PCs can choose whether or not to engage. Each time players move through a district, there’s a 1 in 6 chance that they’ll run into one of its encounters. They also automatically find an encounter if they spend time looking for trouble.

Cities and towns are usually places where PCs rest and recuperate between expeditions and look for new jobs. Make sure that the PCs hear a couple of rumors about potential adventures every time they return to the city. As always, give the player options so they can choose missions that they’ll enjoy.

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**Thanks**

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