

EZ D6



A FAST-MOVING GAME OF FANTASY MAYHEM

RUNEHAMMER GAMES
PRESENTS

EZD6
Fantasy Mayhem

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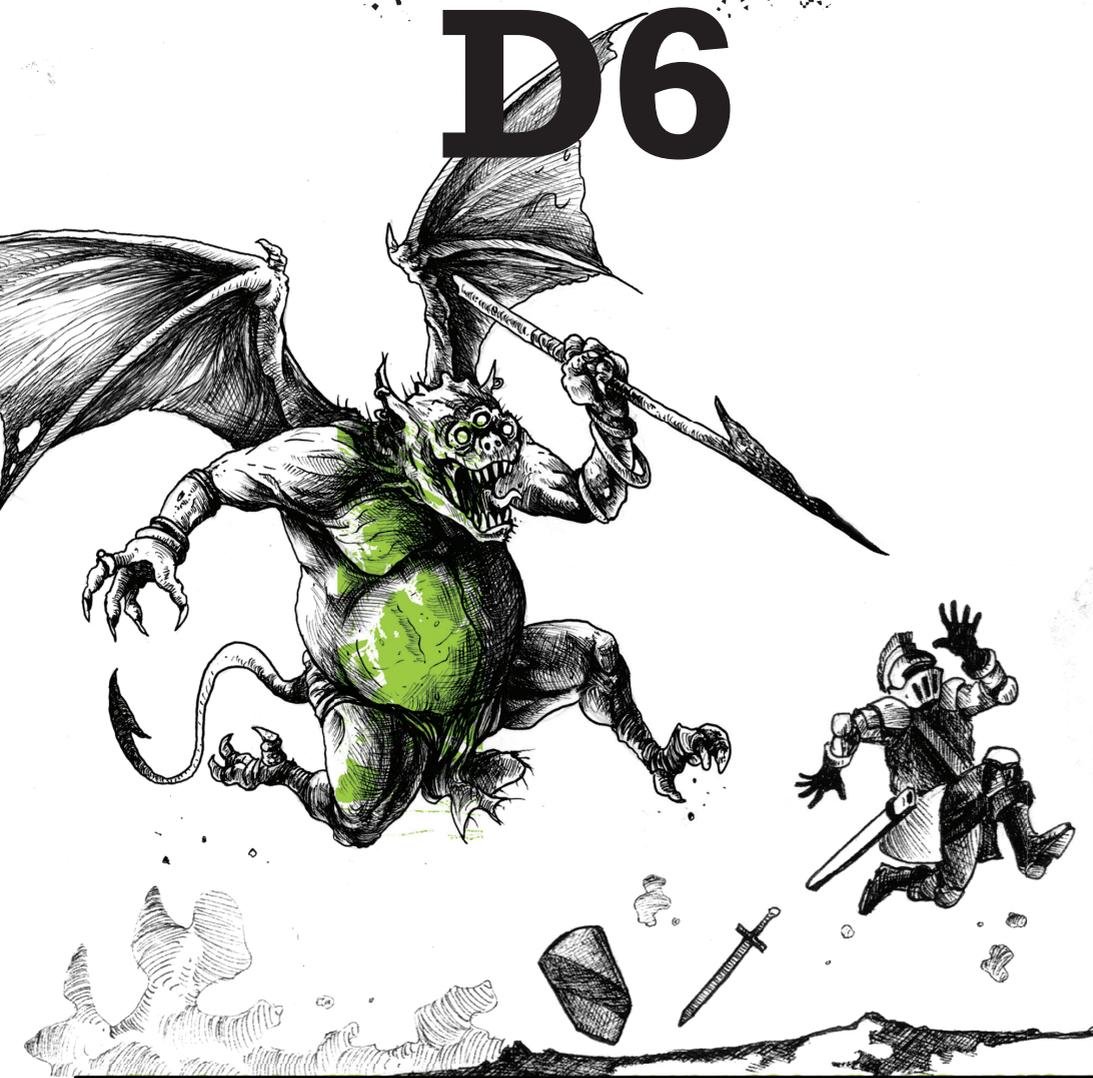
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EZ D6



A fast-moving game of fantasy mayhem



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INTRODUCTION

Why EZD6?

Greetings friends and fellow crafters! Welcome to EZD6! This game sprang from a practical need at my game table. My wish was a smooth-running RPG system that avoided the pitfalls of constantly looking up rules, complex character sheets, excessive tracking, and spells that read like stereo instructions.

So in other words I wanted a game that dropped all the in-game mechanical distractions yet had enough rules to arbitrate a great story created by everyone at the table. You know: the good stuff!

Think about your own games and how much the immersion of the game is broken by constant rules or bookkeeping interruptions. As I began to play-test the game I noticed something I had not with other systems. With no rules “brakes” the game runs faster and players get pumped and excited as the action runs wild.

I have seen the epiphany on players’ faces as they realize a game doesn’t have to be bogged down by number crunching and clever, abstract systems.

Simplicity is the key to freeing the imagination!



HEY GUYS! SCOTTY HERE. ARE YOU BEING WRANGLLED INTO LEARNING AND PLAYING A NEW GAME AND DON'T WANT TO FIDDLE WITH RULES? IF SO, JUMP RIGHT TO THE "HOW TO MAKE YOUR PUSHER & SHOYER (YOUR HERO)" SECTION AND MAKE THE PERSON FORCING YOU TO PLAY THIS GAME EXPLAIN THE RULES... BUT IF YOU DO WANT TO LEARN, PRESS ON, THERE'S LOTS OF FUN AHEAD!



INTRODUCTION

The FUNdamentals

This book is the action-fantasy incarnation of the EZD6 system. There will be poetic moments, crazy stories, and all kinds of unforeseen fun ahead. Here are the barest of bones of what makes this game what it is.

The game centers on role playing

It all begins with pretending to be an alter ego far removed from your everyday life. Your hero, the alternate you in a fantasy world, will go on dangerous adventures, make dear friends and dastardly enemies, kill fearsome monsters, win and lose fantastic treasures, and live life on the edge!

The Rabble Rouser will be your host

The Rabble Rouser prepares the mayhem (adventures, encounters, enemies and twists) for the other players to explore and discover. The RR acts as the origin of danger, the ruler of the rules, and the point of contact where the players interact with the situations happening in the game world.

When things are left to chance or skill, the action of the game will be decided by the success or failure of six-sided dice rolls (D6). The RR will always be there to assist you in making the dice rolls needed to fit the scene at hand.

Other players will be Pushers & Shovers

They are the protagonists of this story, the main characters, and their will to defy danger for greater goals is the engine that makes things fun. When you're a **Pusher & Shover**, you do just that: using skill and willpower to overcome anything and anyone between you and your team's ambitions.

Pushers & Shovers may dream of building a castle, ridding the world of evil, finding their origins, avenging a terrible event, or just surviving one more night.



HOW TO PLAY





SIMPLE RULES ARE A STARTING POINT AND LITTLE MORE! EZD6 TAKES THE POSITION THAT STORY, ROLE PLAY, AND CRAZY ON-THE-SPOT MECHANICS ARE MORE IMPORTANT THAN A COMPLEX DICE SYSTEM. DON'T WORRY, THERE'S ALWAYS A REASON TO USE YOUR OTHER DICE, BUT THE D6 IS SUPREME HERE...

HOW TO PLAY

The core mechanic

The Player states to the Rabble Rouser what they want their hero to do. The RR will tell the player the number they have to roll on a six sided die to succeed. For example, if a hero wants to stab an enemy with their blade, the RR asks the hero to roll a 3 or more on the D6. If the player rolls less than a 3, they fail. Otherwise, they succeed and harm the enemy. It is as simple as that.

Is a task easy or hard?

The RR will decide on the number you must meet or beat for success. The range is between 2-6 as 1 is always a failure. Higher numbers are for harder tasks. The chart below details difficulty ratings.

DIFFICULTY SCALE

TASK	ENEMY
Easy (2)	Weak or slow enemies
Normal (3)	Normal enemies
Hard (4)	Tougher or fast enemies
Very Hard (5)	Elite or faster enemies
Super Hard (6)	The ultimate or fastest enemies

For most combat situations you will need to roll a 3 or higher to hit your target and the enemies will need a 3 to hit you. The RR will use lower or higher numbers for special circumstances.



KNOWING WHAT DIFFICULTY TO SET FOR ANY GIVEN TASK IS A KEY SKILL FOR ANY RR. THIS NUMBER MIGHT BE WRITTEN IN YOUR NOTES BEFORE PLAY, DETERMINED BY A DIE ROLL, OR JUST DECIDED BY FEEL. A DIFFICULTY LEVEL MIGHT EVEN CHANGE DURING A SCENE AS THE ENVIRONMENT DICTATES. GO WITH YOUR GUT!

HOW TO PLAY



What about differences between characters?

In many game systems you build heroes with attributes and skills represented by numbers. These systems slow down play because you often need to reference the numbers on your hero sheet or add them to your dice rolls. In EZD6, the stats are replaced by a simple mechanic called a boon.

HOW TO PLAY

Training is a boon

The EZD6 system easily addresses differences in heroes by simply applying an additional die to a roll, or boon, to tasks where the hero may have specific training. So, when rolling for a trained task, roll two dice instead of one and keep the highest result!

This little difference lets players train all kinds of things, to double their chances of success. Rolling to beat a five? It's a lot easier with two dice than one!



I AM RODERICK, THE COOLEST HERO EVER! THANKS TO A LONG, STORIED CAREER AS AN ADVENTURER AND ALL-AROUND GREAT GUY, I AM PROFICIENT WITH EVERY WEAPON KNOWN TO MAN! I ALWAYS ROLL 2D6 WHEN ATTACKING, EVEN WHEN USING SPOONS!

An exceptionally hard task may incur a bane

Most of the time the difficulty scale is adequate, but sometimes an action is so problematic it requires a bane. Things like fighting in total darkness or doing another task while on fire count as a bane. In this case, the hindered hero rolls two dice instead of one and keeps the lower result. If skilled, but afflicted with a bane, the hero goes back to only rolling one die. Skill cancels the bane out.



WAIT A MINUTE, YOU WANT ME TO ROLL SUPER HARD, A 6, ON 2D6? THE ODDS ARE LOOKING DIRE FOR RODERICK! WHAT DO YOU MEAN I'M ON FIRE? STILL? SO ONLY ONE DIE? I NEED TO ROLL A 6 OR I'M A ROD-KEBAB! HERE GOES...

HOW TO PLAY

Can I help a fellow adventurer with a task?

Heroes can give up their future action in the turn to help another player. That player rolls a die and treats it like a boon rolled in the check. For example, a conjurer with the magical mystery boon gets to roll 2D6 when trying to decipher a scroll of lore.

The player assisting the conjurer has the aspect of training with a scribe. The RR rules that the aspect fits with the task and would allow the scribe to roll a die also.

Three die have been rolled for the check and the final number will be the highest of the three.. Since the scribe helped the conjurer this turn remember that the scribe loses their turn action.

Oh crap, I rolled a one

Rolling a 1 is always a failure and the RR can put that hero in a sticky situation depending on the action happening in the story at that particular time. Did the hero just petition the local lord for aid? Perhaps they inadvertently insult said noble. Did a hero want to swing from a rope? Perhaps the rope breaks and the hero smashes into the enemy like a bowling ball into pins. A hero still has a chance to recover from a failed roll. See 'hero die' below.

Kickass! I rolled a six

Rolling a 6 is always a success. What happens is determined by what is possible for the hero in that setting. Let the player have fun with the success and allow them to narrate a cool outcome for the roll. In combat, rolling a 6 has an added benefit. See the 'crit rule' on p. 12.

Calling on your inner strength: the Hero Die

At the start of the session, each hero gets a Hero Die. This can be burned anytime in the game to re-roll a die. Even if you rolled a 1. Once used the die is discarded but can be reacquired anytime by spending five Karma to retrieve it. See 'karma' below.



HOW TO PLAY

Karma, a hero's way to shrug off bad luck

Heroes often have luck on their side. How many times in stories have you seen a down-and-out hero suddenly turn the tide on gloating enemies. These are awesome moments and karma is the mechanic in this game that represents heroes' shifting luck.

How do I get Karma?

3 karma are awarded to each hero at the start of the session. The RR can also award karma for excellent role playing moments but the most common way to acquire karma is through *failure*.

Whenever a hero fails an action roll they gain one karma. It sucks to fail a roll and receiving a karma to use later helps take away the sting of failure and ensures that no matter how bad a player rolls they will bank karma for later. You can only ever get one karma a turn no matter how many rolls you fail.

How do I use Karma?

Karma can be turned in to improve almost any die roll on a one pip per one karma point basis. If this changes your roll to a success you do the task you were going for and lose karma used. If your roll becomes a 6 in combat follow the crit rule. There is no limit to the total number of karma a player can hoard or use in a turn. When you accept karma for a failed roll, you cannot then *use* the karma gained for that turn's rolls.

Is there anything I can't use Karma on?

Yes, karma cannot be used on magick or miracles. The ebb and flow of magick and the fickleness of the gods prevent bending by karma. More on this later when we talk about magick and miracles. Karma can not be used to modify a 1 but a hero die can.

HOW TO PLAY



How do we track time?

There are 2 states of game play: **narrative** time and **action time**.

- **Narrative time** has a loose time structure and can represent anywhere from minutes to days. In narrative time players can discuss plans or role play in any order. As a RR make sure each hero gets time to contribute.
- **Action time** is more structured and represents actions that are happening quickly and usually under duress. Only seconds of time pass and are abstractly represented by a “turn”. Each hero can move, perform one turn action and one free action.
- A **scene** is an abstract way to measure the duration of effects and is often called an encounter in other games. If anything in the game has the duration of a “scene” it will last about ten minutes or the duration of a skirmish battle.

HOW TO PLAY

What can I do on my turn in Action Time?

Heroes get a **move**, a **turn action**, and a **free action** per turn in action time. The RR takes the turn of all the enemies after every player has had a turn.

Wait for it, wait for it...

A hero can delay their turn to wait and see what the enemy will do. The hero can then interrupt the enemy turn at any point and take their own turn. The enemy completes their turn after the player finishes. Delays allow players to coordinate attacks and create cool strategies. The trade off is that the hero can not take a run action and they lose their free action.

Delaying a turn can be useful for situations where a flying creature out of melee range is about to swoop in to attack or when heroes are waiting to ambush a hidden enemy.

TURN ACTIONS

Attack a target

Cast a spell

Use a scroll

Disarm a trap (At least one action or possibly more)

Pick up a dropped weapon

Run-move further by sacrificing your action

Arm a shield (warrior)

Any other action deemed by the RR to require an action

FREE ACTIONS

Speak to an enemy or neutral character

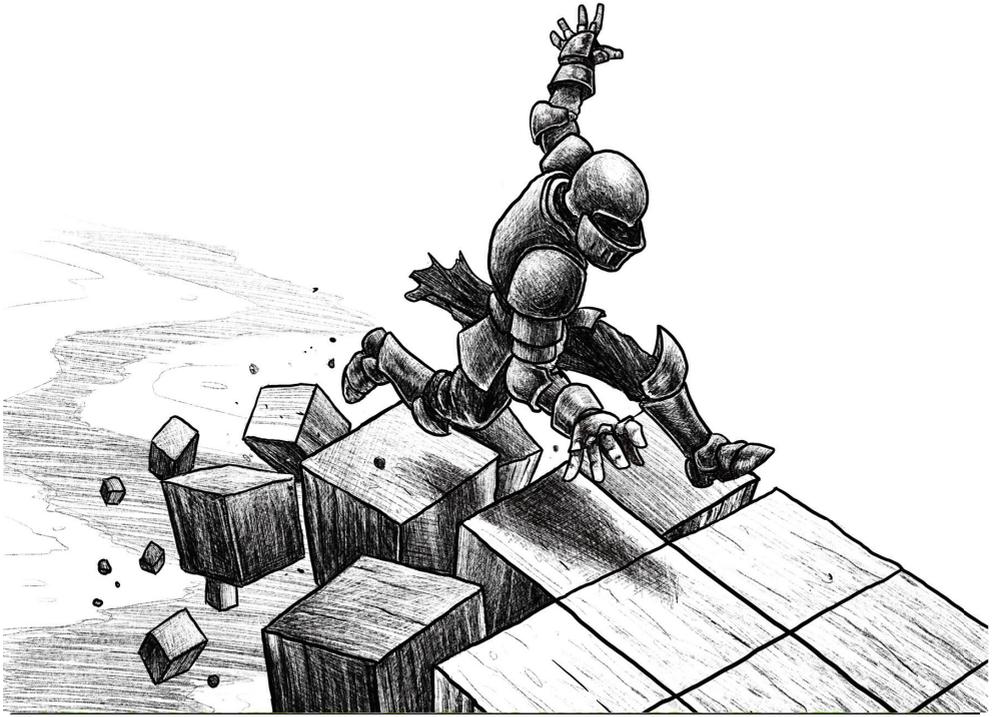
Take a potion

Draw or sheath a weapon

Some inclinations use your free action

Any other action deemed by the RR to be a free action

HOW TO PLAY



How far can I move?

Any interaction within thirty feet is considered **near** to a player and can be reached within a turn. An interaction farther than thirty feet will take a run action from the player or a second move and this is referred to as **far**. Difficult terrain like a slick surface or broken ground could keep a hero from making a run action if they fail a check. Long distances can be quite varied and take multiple turns to reach an enemy, but for the most part, the game will center around near and far encounters. Determination of near and far comes from the RR, made clear to heroes before any movement is made.

Who goes first?

Unless the heroes are surprised by the enemy all the heroes take their turns first and then the enemies go. Heroes can go in any order. Make sure everyone gets a turn and then the RR gets a turn moving and attacking with all the enemies.

HOW TO PLAY

Do I have 10,000 Hit Points?

No. Having lots of health points adds too much fussy math. For most characters, it will be 3 **strikes** and you are out but having to take those strikes is another matter. Enemies can take more or fewer strikes depending on factors in the enemy and monster section.

How do I recover lost strikes?

Magick and special abilities can help heroes heal strikes, however you can also recover one strike naturally by eating a meal and resting for the night.

How much damage will my weapons do?

One hit=one strike of damage. So, for example, whether you are hit by a club, great sword or dagger, you take one strike off your total. Giant weapons and siege weapons like ballistae inflict two strikes, but each strike can be saved separately. So it is possible to get hit by a large weapon, make one armor save, and still take one strike of damage.

The Crit Rule

Rolling a 6 in combat is a crit and has the potential to cause more strikes of damage. Continue rolling one die for every consecutive 6 rolled inflict another strike. This is called “confirming the crit”. Karma can also be used to boost rolls to 6s. Keep rolling until either you do not roll a 6 or run out of karma. With enough luck or karma you could kill anything! Beware! Enemies can also inflict crits.

“I crit multiple times but killed my enemy with the first strike. Do I lose the crit?”

Confirmed crits permit unused strikes to be carried over to nearby targets. If you are a melee fighter, only opponents next to you can be hit. If you are ranged, you can choose targets within sight.

HOW TO PLAY

This monster is trying to eat me. How can I escape?

There may be times when you want to restrain an enemy that is running away or escape from the jaws of a dragon trying to swallow you. These types of opposed actions are called **contests**. Think of them as one party wanting a certain outcome and the opposing party wants another.

The RR and the hero roll against each other and the higher roll wins the contest. A tied result means both parties are still struggling to get the upper hand. As in most actions, you can use karma on this roll. Attempting any other action while in a contest will incur a bane.

Armor is a hero's first line of defense

Armor allows heroes to make an **armor save** after each strike they take. A successful roll avoids one strike. The hero who was hit takes the strike from any armor save they fail. If you are hit for multiple strikes of damage (like a crit) you get to make the roll for each strike point.

- Villains and enemies do not normally have a save roll feature.
- Remember that karma can be used to boost save rolls.

Armor won't save you from everything

Some events can happen that armor will not protect you from. In those cases make a **miraculous save** roll instead of an armor save.

Events such as falling, fire, poison, or crushing rocks will require a miraculous save roll and will inflict one strike for every failed roll.

Caught in a certain death situation

Some dramatic events may cause catastrophic damage to a character and kill a hero outright such as a massive cave-in or a large explosion. Heroes get a **miraculous save** roll instead of an armor save but only survive with one strike remaining *even if they make the roll*. Role play how you avoided certain death! Once again remember that karma can be used to boost save rolls.

HOW TO PLAY

Heroes can cast magick spells and call on miracles

Rules for spell casting and calling on miracles are detailed here.

Magick and miracles are unlike other actions.

Casting magick or calling miracles is a mini-game that has different rules than any other action. This not only gives magick and miracles a different “feel” it keeps magick unpredictable and dangerous and makes miracles hard to call upon.

The magick and miracles action are similar but have some differences. The rules for magickal spell casting will be covered first.

Preparing a spell

The conjurer explains what spell they are casting to the RR. The RR then decides if the spell is targeted against a creature(s), an effect, or a beneficial spell with friendly targets. This exchange will help the RR decide on how many resistance dice to roll.

Resistance to a cast spell

Most enemies or heroes resist spells with a 1D6 roll whereas others have a higher magick resistance and will roll more dice. Spells targeted against the environment instead of an enemy generally roll a 1D6 but the RR may decide to roll more dice depending on factors within the spell area.

Powering up a spell

When a conjurer casts a spell they must decide the **power level** (PL=1D6 to 3D6) they want to use. This means the conjurer has to choose whether to roll one, two, or three dice. The caster must equal or beat the resistance number of the highest resistance die roll of the target(s) on one of the power level dice rolled.

The resistance dice will always be rolled and revealed first before the conjurer decides on the power level. If the highest resistance number ends up as a 1 the conjurer automatically casts the spell.

HOW TO PLAY

Successfully casting a spell

The highest die rolled on a power level roll must equal or beat the highest resistance die. A PL of 6 will beat a 6 rolled by the RR on the resistance die. The potential problem is if any of the power level dice rolled are 1s. If so, the spell fails automatically unless the conjurer takes spellburn.

Rolling more power level dice has a greater chance of equaling or beating a resistance roll but also gives you a better chance to roll a 1. If the resistance number you need to equal or beat is low consider rolling one or two dice instead of three.

Spellburn and personal sacrifice

Manipulating the mystic energies is difficult and can be outright dangerous. A roll of a 1 when casting a spell means the energies do not manifest, but a conjurer may want to sacrifice life force to continue to cast a spell. A spell can still be cast by the conjurer taking a strike of damage for each 1 rolled. Otherwise, the spell fails.

Karma cannot be used to boost power level spell rolls or resistance rolls but a hero die can be used to re-roll any single power level die including a 1.



HOW TO PLAY

Conjurers can attack multiple enemies with a spell

Conjurers can attack up to six enemies but the strain is great and the defenses will be harder to overcome if spells are stretched over multiple targets. The targets must be within near proximity to each other. Each target above one adds an extra 1D6 to the resistance roll for the grouping. This means that either all the targeted enemies are hit or none are. For example, three targeted enemies defend against a spell at a 3D6. Certain enemies may use bonus dice to resist if included in the pool of targets.

Conjurers must “anchor” a spell to maintain it

Some spells are not cast instantly and need to be maintained. Anchoring allows conjurers to embed and maintain an active, prolonged spell in their mind. The conjurer can do any other actions while anchoring a spell but if the conjurer takes a strike, falls unconscious, or casts another spell, the anchor is broken causing the spell to end. Some circles of sorcery require the burning of karma as well as anchoring to maintain a spell.

Helping the RR understand the spell being cast

Most attack spells are pretty straightforward. The conjurer announces spell and targets. The RR rolls resistance dice and informs the conjurer of the number they need for success. The conjurer decides on power level and whether to take spellburn if it fails.

Other spells might be less clear-cut. This is where arbitration with the RR may come in. After you make a case for the spell, your RR will decide on the validity of the spell and the number of resistance dice you must beat to cast it. Remember that the RR has the final word on spell casting. If you decide the spell would be too hard to cast, you can always switch to another spell.

Creating your own spells on the fly is fun but will take up time at the table. Be careful to not make your spell too complicated and difficult to explain. If the process is bogging down the game, consider using a simpler spell.

HOW TO PLAY

Scrolls offer spells from all circles of sorcery

Scrolls can be found that have specific spells on them (see the scroll list on p. 88). Once used the scroll burns up and can not be used again. The scroll is cast at a preset power level (2D6, 1s are rerolled).

Conjurers, hedge wizards, and skalds use scrolls

Potions are effortless to ingest, but scrolls require the reading of magick language. Additionally, quaffing a potion is a free action but using a scroll is your turn action.



HOW TO PLAY

Heroes with devout inclination can call on miracles

You can ask a favor of your divine patron but the likelihood the deity will directly intervene is small. Roll up to three D6, like a conjurer, but instead of a power level, the roll represents the urgency of your prayer. The hero must equal or beat the aloofness roll of their deity to petition for a miracle. The RR will determine the number of aloofness dice rolled for the request. Example: resurrecting a fallen friend would be a 6D6 difficulty while a “speak to the dead” would be 3D6.

Miracles can only be asked for once per situation and since the gods can be arrogant, no karma may be used. Miracles can not be used to harm another being or cause damage. Don't forget the hero die can be used to re-roll any single prayer die.

Rolling a 1 will automatically end your chance of a miracle. However, like spellburn for conjurers, **offerings** made to a deity by heroes with the devout inclination will receive a blessing to re-roll all the dice for a prayer once per day. The RR will stipulate whether the offering is sufficient to the request.

Calling on miracles and the Rabble Rouser

Deities play their own games and rarely turn their eye on mortals. This means miracles will rarely happen even with their most devout followers.

When you ask your god for a miracle, clearly explain what you intend so the RR can decide on the number of aloofness dice to roll as resistance to the prayer or even if your deity would grant such a miracle.

The RR judgment is final. Remember that the gods will only ever grant one miracle a scene and or situation and will ignore any requests that break this rule.

HOW TO PLAY

Money and wealth don't have to be a chore

Non-magical wealth is often a goal in adventure games but is a chore to track. Characters in fiction never track money but give clues about always being broke or deciding what to do with a horde uncovered and won. Those choices make the game interesting but in mechanical terms slow the game down and turn it into a bean-counting headache. A much easier system is to turn all that tracking into a level of wealth that the heroes have access to. There are no hard or fast rules to this. Rather let the story dictate the level of wealth. For example, heroes uncover a vast treasure hoard giving them kingly wealth. Hearing of this, a dragon raids their stash and steals the treasure. Now all the heroes are cash poor!

They could set up a headquarters, but now must seek treasure to pay expenses. So although no bean-counting is happening in the game, the heroes can still be motivated by non-magickal treasure.

WEALTH LEVELS

PAUPER- Can barely scrounge enough cash for food and may have to go without meals.

CASH POOR- Can afford food and simple clothing but little else.

MODERATE- Can buy most gear, armor, weapons, and rented accommodations.

WEALTHY- Can easily afford transport like horses and wagons as well as permanent accommodations and retain a small staff.

LORDLY WEALTH- Can afford to own ships or other transport and a cohort of retainers.

KINGLY WEALTH- Money is no issue unless creating a massive project.

HOW TO PLAY

Create your Pusher & Shover

Players, the fun starts here!

1: Choose a hero path

This will be your role in the party. Choose from Warrior, Warden, Delver, Brute, Rascal, Friar, Conjuror, Beastmaster or Skald.

2: Choose a species

The classic fantasy species are represented and give your hero some extra abilities.

3: Choose inclinations (3 for humans, 2 for other species)

Useful abilities and powers to further define your hero.

4: Create 2 aspects (or create during game play)

Created by you to round out your hero concept.

5: If Conjuror, choose a circle of sorcery

The circle you choose is important and defines the type of spell caster you want to play.

6: Choose equipment

Your selection of weapons is chosen by you (clear your choice with the RR). Roll for the Rabble Rouser and they will tell you what gear you start with as well as potions or scrolls if you begin with any. Starting armor is determined by your hero path choice in step one.



DON'T BE FOOLED BY THE SIMPLICITY OF THE HERO PATHS AHEAD! JUST BECAUSE THERE AREN'T TONS OF RULES FOR A SPECIFIC HERO CONCEPT DOESN'T MEAN YOU CAN'T CREATE YOUR IDEA. MOST OF WHAT MAKES PUSHERS & SHOVERS HEROIC, FUN, AND MEMORABLE HAPPENS BETWEEN THE RULES, IN ROLE PLAY, HUMOR, AND STYLE!

HOW TO PLAY

Hero Path: WARRIOR

Always on the front line dealing pain to those who oppose you.

- **Health:** 3 Strikes
- **Armor:** Heavy (Save against wounds on a 3+ with shield / 4+ without / miraculous save 6)
- **Boon:** Melee and Strength Tasks
- **Shield Sacrifice**-As a free action (once per scene) you can deflect all attack damage from yourself or a close ally for this round but your shield breaks and is destroyed. This maneuver can even be activated after the damage has been inflicted. Your armor Save then goes from 3+ to 4+ (You can avoid the break by spending 5 karma)
- **Brutal Strikes**-You are a master of two-handed weapons. You crit on a 5-6 instead of just a 6. (No shield)
- **Dual Weapons**-You are deadly when using two weapons. You have an extra boon when fighting with dual weapons so you roll 3D6 to attack and take the highest die. (No shield)



HOW TO PLAY

Hero Path: WARDEN

Few can escape your over-land tracking skills and deadeye shots.

- **Health:** 3 Strikes
- **Armor:** Medium (Save against wounds on a 5+ / miraculous save 6)
- **Boon:** Ranged weapons and wilderness tasks
- **Trailfinder-**You can follow traces left by passing creatures.
- **Forager-**You can sustain yourself in the outdoors. You can also sustain others depending on the size of the group and circumstances.



HOW TO PLAY

Hero Path: DELVER

You call dark holes and dank dungeons home.

- **Health:** 3 Strikes
- **A armor:** Medium (Save against wounds on a 5+ / miraculous save 6)
- **Boon:** Melee or ranged weapons and spelunking / subterranean exploration tasks
- **Gear-**Always ready for a delve, you have a climbing kit with small but strong pitons looped with metal rings as a rope guide (X24), 50' of thin strong rope, 5 torches, a small hammer, and white chalk sticks.
- **Jack-**You may pick a bonus inclination (If human pick 4, if another species pick 3).



HOW TO PLAY

Hero Path: BRUTE

A terrifying force of iron muscle and primal rage.

- **Health:** 5 Strikes
- **Armor:** Light (Save against wounds on a 6/ miraculous save 6)
- **Boon:** Melee and strength tasks
- **Enrage-** You can sacrifice one of your own strikes to inflict an extra strike on a combat hit.
- **Superstitious-** You have a boon to resist any magick you do not want to affect you.



HOW TO PLAY



Hero Path: RASCAL

Some may call you a criminal, but that depends on your perspective.

- **Health:** 3 Strikes
- **Armor:** Light and quick on your feet (Save against wounds on a 6 but roll 2 dice and use the higher/roll the same for miraculous saves)
- **Boon:** Acrobatic tasks
- **Tricks-** As a free action, once per turn, you can avoid a single melee strike. Describe what you do to avoid the hit. Any attack roll except a 6 can be avoided.
- **Gank-** If you surprise a foe or an enemy is engaged with another combatant, you roll 2D6 attack dice and do a wound for each die that hits (each hit can still crit).

HOW TO PLAY



Hero Path: CONJURER

A master of the powerful forces of magick.

- **Health:** 3 Strikes
- **Armor:** Light (Save against wounds on a 6/ miraculous save 6)
- **Boon:** Magickal mystery tasks
- **Mystic Barrier-** As an action you can shield yourself with magic until it absorbs a hit or you fall unconscious.
- **Master of Magick-** Gain mastery in one circle of sorcery.
- **Seeker of Sorcery-** Can cast magick from scrolls. Start the game with two random scrolls.
- **Wand or Staff-** You can shoot mystic bolts from a wand or staff. This is a ranged attack hitting one target and rolling 1D6; cannot crit and will only ever do one strike on a hit.

HOW TO PLAY

Hero Path: FRIAR

A holy roller, a pious servant or a crackpot... You decide.

- **Health:** 3 Strikes
- **Armor:** Medium (Save vs. wounds 5+) Blessed (miraculous save 5+)
- **Boon:** Resisting heretical powers (magick) and religious knowledge tasks
- **Empathic Healing-** Heal anyone within near range by absorbing one strike (they heal one, you gain one) as a free action.
- **Holy Light-** As an action you call down a holy light. The light can either heal nearby allies or damage enemies. To heal, roll dice equal to the number of near allies. For each 4+ rolled you heal one strike on each ally of your choice. You may attack enemies near you for 1 strike each or 2 to undead and demons. Holy Light can be used once a day unless you spend 5 karma to recover the ability. (Note- Unlike normal miracles or magick you can use karma to boost rolls to 4.)



HOW TO PLAY

Hero Path: SKALD

Stories are your trade and legends your inspiration.

- **Health:** 3 Strikes
- **Armor:** Medium (Save vs. wounds on a 5+) Prognostication (miraculous save 5+)
- **Boon:** Lore tasks and performance
- **Scrollmaster**-You can cast magick from scrolls. You start the game with two random scrolls.
- **Traveler**-On your travels you have had ample opportunity to hone a skill. Pick a skill (examples, melee, acrobatics, street-smart, observation etc...) and gain a boon in that ability.
- **Strands of Fate**-As one who has studied the omens, you have the ability to manipulate luck in favor of the party. Party members can use karma against the Rabble Rouser when you are near. (Subtracting each karma spent on the RR rolls).



HOW TO PLAY



Hero Path: BEASTMASTER

You have realized your gift with animals is rare and wonderful.

- **Health:** 3 Strikes
- **Armor:** Medium (Save against wounds on a 5+ / miraculous save 6)
- **Boon:** Melee or ranged weapons and beast empathy
- **Beastspeech**-You can speak to any animal.
- **Beast Aid**-Given circumstances, you can convince beasts to aid you for a limited time.
- **Beast Friend**-You can start the game with a beast companion. The beast is your friend, not your slave. It stays with you as long as well treated and protected. The beast can be up to medium size and has 2 Strikes or 1 Strike for a small animal. Consult with the RR for any boons your beast might have.

HOW TO PLAY

Now choose your species

Decide on your species and note the benefits

Human-Pick a third inclination

Elf-Twilight sight (see twice as far in dim light)

Boon to resist mind-altering magicks.

Dwarf-Tunnel sight (see twice as far in dim light)

Boon to resist poison

Halfling-Another breakfast-Start with a healing potion (heals 2 strikes and can drink as a free action)

Larger foes have difficulty hitting you. (+1 to your Target #)

Goblin-Nooks and crannies- As a move a goblin can jump into cover and avoid being attacked for a turn if they don't attack. Cover or broken ground must be near the goblin.

Night sight (see twice as far in dim light)



HOW TO PLAY

Choose your character's inclinations

Humans choose any 3, all others choose any 2

The hero path is painting your hero in a broad stroke. Inclinations refine your hero with extra abilities and powers, that represent the unique background or skill set they possess.

- **Alchemist**-You know potion-making and have a boon in the identification of substances. Start with two free healing potions or roll random ones on the potion table. (Taking a potion is a free action.) (healing potion heals 2 strikes).
- **Attuned**-You can blind fight and escape areas of obscured vision that can befuddle the direction of others.
- **Hatred of the Unholy**-Your loathing and disgust with undead and demons empowers your melee attacks. If you roll a 6 while attacking an undead or demon, you automatically inflict a second strike and can continue to roll the crit.
- **Born Blessed**-You start each session with 6 karma instead of 3.
- **Catlike**-Can only ever be knocked prone if hit by a crit and have a 4+ miraculous save when falling.
- **Check Mate**-You can intercept foes before they reach a target near to you and they can not move away the next round without being punished. If they try to retreat or move away you get a free attack and if you hit them they can not move away (free action).
- **Chirurgeon**-You can heal allies 1 Strike given time and supplies between scenes. Start with a healing kit that has 6 uses.
- **Craftperson**-If building a hero with a vocation, see aspects.

HOW TO PLAY

- **Dandy**-Your demeanor encourages diplomatic or amenable solutions. Boon to all social checks.
- **Danger Sense**-You cannot be surprised and have a boon in avoiding traps.
- **Devout**-You are a pious follower and can call on your deity for **miracles** but the gods are notoriously fickle (see the miracles rules on p. 50).
- **Faithful**-Demons and Undead can only hit you on a 5+.
- **Familiar**-You have a small imp-like servant that will obey simple commands. You grow a teat somewhere on your body that the creature suckles a small quantity of blood every night. Those of holy disposition will never bond one of these creatures. (stats for the familiar can be found in the monster section).
- **Fate Touched**-You start with 2 hero dice.
- **Fighter**-You have a boon in melee weapons. (Note-If already trained you can't take this inclination. You can't be double trained).
- **Hedge Wizard**-You have no sorcery yourself but can use scrolls to cast spells. Start with 2 random spell scrolls.
- **Inspiring**-You can share your karma points with anyone you can see.
- **Iron Will**-You have a boon under mental attack or feared.
- **Lockpicking**-No lock can defeat you. As long as you have lockpicking tools, you can always succeed in picking a normal mechanical lock. Roll 1D6 to see how long it takes (lower roll takes longer). You start with a set of 3 lockpicks. A roll of 1 breaks your lockpicks.

HOW TO PLAY

- **Marksman**-You have a boon in ranged weapons. (Note-If already trained you can not take this inclination. You can not be double trained).
- **Nimbus of Light**-As a free action, you can summon a floating orb of light that follows you for the day. You can dispel it at any time but then must wait for the next day to summon it.
- **Slippery**-You can roll to escape any “bad situation” on a 4+ (grabbed, rock falls on you, etc...). Although you cannot escape a combat hit, you can roll to escape a grapple. This roll takes no action. It just happens.
- **Sneaky**-You have a boon in hiding and moving around unseen.
- **Sticky Fingers**-You can steal small objects from targets and remain unnoticed given the opportunity, unless you roll a 1.
- **Sweep or Swift Attack**-You can melee attack all enemies next to you as your action (roll for each target).
- **Thaumaturgy**-You know minor magick tricks. These are non-harmful manifestations like moving small objects slowly or solitary minor illusions like sight/sound/smell. They must be concentrated on and are quick to fade away.
- **Tough Bastard**-When you would take your last strike roll a 4+ on a single die. If you succeed, power through and do not take the strike.
- **Trapfinder**-You have a boon spotting and disabling traps.
- **Treasure Sense**-You have a nose for finding hidden treasure and will always sense it if nearby.
- **Victory in Failure**-You gain two karma for every failed roll.

HOW TO PLAY

Create aspects

Aspects are player-created traits and a great way to round out the concept of your Pusher & Shover.

In addition to Hero Paths, inclinations, and species, characters start with two 'aspects'. An aspect is a single-line description that describes a hero's history, physical trait, or mannerisms. Try to avoid statements that overlap with Hero paths or inclinations. Aspects give a hero some background beyond the rules. It is perfectly acceptable to delay picking aspects and insert them into the game as you discover the kind of character you want to be.

Here are some examples:

- Well-known cook
- A lover of some renown
- Fast on your feet
- A collector of trinkets
- Never show emotion
- Champion gladiator
- Perfume collector
- Studied as a scribe
- Brooding and mysterious
- Devastatingly handsome
- Traveled with a troupe as a contortionist
- A highly refined sense of smell
- An eternal optimist
- A light sleeper

Benefits of aspects besides role playing

Players can use an aspect to gain a boon to a roll that pertains to the aspect. Players then role play or make the case why the aspect is pertinent and the RR makes the final determination.

Note-If playing in an open world or one-shot, players are free to make up names of locations. If playing in an established world consult the Rabble Rouser.

HOW TO PLAY

Circles of Sorcery (Conjurer chooses one)

Circles represent a broad category of magick the conjurer has mastered. Conjurers can also acquire scrolls that contain specific spells on them that burn up upon use. (see scrolls for usage rules).

ARCANE BANDS

Strands of magickal energy whip out from the caster like long tentacles and can be used to move objects or grapple enemies. Moving or grappling a man is easy. Something as large as an elephant or multiple targets is harder!

Anything near the Conjurer can be reached. Maintain the anchor to sustain the bands. Those ensnared can try to break free as a turn action on a roll of 6.

BLASTMASTER

You are addicted to the raw energy of magick. It courses through you often sparking in static discharges. You have little interest in the subtleties of magick. You want to blow things up. Your mastery of magick deals with little more than casting flashing, purple and blue arcs of destructive energy.

The raw stuff of chaos is highly damaging and inflicts 2 strikes per hit. If an attacker hits the mage with a melee attack roll of 1, then the attacker takes one strike as magick arcs from the conjurer. Unfortunately, your addiction comes with a downside. The danger of spellburn poses a greater risk.

Spellburn Risk-(roll a D6) 1-Hideous scar and 1 strike 2-Unusual looking eyes and 1 strike (you choose what your eyes now look like.) 3-Unnatural hair color and 1 strike (you choose what color your hair is now.) 4-lose 1 karma and 1 strike 5-lose all karma and one strike. 6-Discharge raw magic into a nearby enemy obliterating them or cause a strange magical effect.

Magic Detector-As one who is highly attuned to magickal energies you can detect nearby sources of magick or magickally imbued items.

HOW TO PLAY

BOTANICALIST

You control plants and can cause plant life to spring into being and quickly grow. The growth takes a turn and larger plants will take more time. Examples of this power include a wall of thorns or a vine growing up like a rope.

The plants require spell anchoring to maintain; loss of the anchor causes a plant to quickly wither and rot away. Plants will never intentionally injure or restrain you.

Enemies ensnared can try to break free on their turn as an action on a roll of 6.

ELEMENTALIST

You are a conjurer who is a master of a particular element. Fire, Earth, Air, or Water. The elementalist must pick one. Bolts of elemental energy fired at a target inflict one strike and cause an additional effect.

Fire-Target catches on fire, Water-Drenches target making them clumsy, Air-Knock over or push the target, Earth-Slows the target.

The elementalist can also create effects with a particular element. This is a huge strain and the elementalist can only sustain the effect for one round +1 per karma spent and also requires spell anchoring.

Some examples are, Fire-Wall of fire, Water-Near area becomes slick or muddy, Air-Slowly lift or slow drop up to a dozen allies, Earth-Earth bridge across a chasm.

Elementalists can also do small tricks with their element. These can do such things as instantly light a torch or slowly fill a cup with water. Allow players to be creative.

Extra damage-Elementalists can do an extra strike of damage against a target that is susceptible to the element they manipulate with the approval of the RR.

HOW TO PLAY

ILLUSIONIST

The minds of others are your canvas... projecting images into the thoughts of others. Your illusions can be anything you can imagine and any size you can conceive.

Illusions tested or 'found out' vanish. An illusory monster, for example, vanishes when attacked. Someone who was tricked becomes skeptical and is hard to trick again within the same scene. An illusion hiding a dangerous terrain feature could end up injuring or killing the victim before they have a chance to realize the illusion hid danger. Anyone physically hurt is no longer under the spell. The spell anchor must be maintained to sustain any illusion.

Illusionists can target additional foes all at once.

- One target has 1D6 defense roll
- A small group of beings have a 2D6 defense roll
- A large group of beings have a 3D6 defense roll
- Certain enemies may use bonus dice to resist

NECROMANCER

Your powers focus on undeath. Many people fear and despise necromancers so they often conceal their abilities.

As a necromancer, you can raise mindless undead to serve you or speak with the dead in a limited capacity. Necromancers can try to keep intelligent undead at bay but can not control them.

Necromancers often carry a skull that cannot move of its own accord, but can speak. It can tirelessly watch an area or convey messages from its master.



HOW TO PLAY

SEER

The probabilities of the universe swirl around you. By entering a trance you can predict future events or divine the best course of action.

The inspirations that come to you are often jumbled and obscure and must be interpreted by you. You possess **psychometry**, the ability to read objects. This often comes in the form of visions and will give you a clue to the history of the object as well as if the object is magickal and how it works.

A **spirit companion** accompanies you and is often a personage from the past. Only you can see and interact with the spirit. This is why others often think of Seers as eccentric and a bit off-kilter. You also have **precognition** and can avoid any damaging attack on a 3+. If you make your save The a melee attacker injures itself for 1 strike.

SHADOWEAVER

This conjurer has an affinity for manipulating the stuff of shadows and darkness.

Examples of this power would be a cloak of darkness that conceals friends or blinding shadows that block light to the eyes of enemies. These effects cause a bane to the affected target(s).

Shadows have no mass so can not move or restrain physical objects.

Using shadow spells in a brightly lit area or in sunlight is a huge strain. The shadoweaver can only sustain the effect for one round +1 per karma spent.

Spell anchoring must be maintained to sustain any shadows. As a side effect of this power, a shadoweaver can see in total darkness or absence of all natural light.

HOW TO PLAY

SHAPESHIFTER

You can shapeshift to any natural animal that exists in the world that the conjurer has seen. The animal can be as small as a bug or large as a horse. Spell anchoring is more robust for a shifter and they must be hit with a confirmed crit to break a transformation.

A small animal can only take one strike then the shifter loses the form and reverts to its original form with 1 strike. A medium animal has 3 strikes like a normal character and a large animal gains an extra strike.

If the conjurer is in narrative time they can shift without difficulty as they have no time constraints. In action time, the conjurer must beat the resistance die number to cast the spell and shift. Consult with the RR to add animal boons to your beast forms. The RR will make flying, small and or fast animals harder to hit

Let's get some equipment

Most gear can be afforded by heroes of moderate wealth. This gear list is not exhaustive but gives a starting place for new heroes.

Picking gear or rolling randomly?

When heroes are created, have them to pick an item from each group or you can have them *roll a D6 for each group* and receive the item rolled (I suggest rolling for fun randomness). Later at appropriate times in their travels, they can pick up more gear. Transport can be given out by the RR as needed by the requirements of the story.

Armor

Heroes start with the type of armor listed in their hero path (light, medium or heavy). Like old school games, the hero paths can not upgrade armor type without interfering in their fighting or professional abilities. So a rascal that wears light armor can not upgrade to more protection without taking a bane to all rolls. From light armor to heavy armor=2 steps=2 bane dice.

HOW TO PLAY

Decide on your weaponry.

Allow heroes to take any weapons that fit their character concept within reason. Too many weapons could weigh down an adventurer and no one wants to be caught overloaded. Consult with the RR.

A note on ranged weapons- Being attacked in melee while armed with a ranged weapon gives you a bane to shoot until you can move away.

How much can I carry?

There are no hard fast rules for how much a hero can carry so use the common sense rule. If the RR rules that a character is overloaded the RR will make action tests harder and may incur a bane if overwhelmingly overloaded.

COMMON GEAR



1D4 > 1D6

GROUP 1 (1D6)

1. Thin but strong rope (50')
2. Pole
3. Knife
4. Oilskin bag
5. Backpack
6. Preserved rations

GROUP 2 (1D6)

1. Metal spikes (X24)
2. Metal tongs
3. Lantern
4. Torches (X5)
5. Nails
6. Sack

GROUP 3 (1D6)

1. Flint & steel
2. Waterskin
3. Small hammer
4. Flask of oil
5. Crowbar
6. Chisel

GROUP 4 (1D6)

1. Grappling hook
2. Chalk sticks
3. Whistle
4. Horn
5. Padlock and key
6. Pot of grease

HOW TO PLAY

SPECIALTY GEAR



1D4 > 1D6

GROUP 1 (1D6)

1. Smelling salts
2. Holy water
3. Perfume
4. Spyglass
5. Holy symbol
6. Manacles

GROUP 2 (1D6)

1. Quill, ink and parchment
2. Makeup
3. Small bell
4. Air bladder
5. Magnifying lens
6. Incense

GROUP 3 (1D6)

1. Poison antidote
2. Strong hooch
3. Bone dice
4. Caltrops
5. Profession tools
6. Hidden pocket

GROUP 4 (1D6)

1. Lodestone
2. Handheld mirror
3. Exotic spices
4. Bellows
5. Fake jewels
6. Card deck

You don't have to walk everywhere.

Heroes dashing around solving the world's problems can sometimes benefit from faster forms of transportation or the ability to carry more supplies or cargo.

- **Cart**-A simple two wheeled cart for carrying more supplies. (moderate wealth)
- **Wagon**-Drawn by horses or beasts. Can carry lots of supplies and even the party. (moderate to wealthy)
- **Riding Horse**-A fast way to travel overland. (moderate wealth)
- **Warhorse**-Not as fast as the riding horse but will not shy away from battle. (wealthy)
- **Mythic Beast**-Exotic creatures trained as mounts. (wealthy to kingly wealth)
- **Sailing Ship**-Often the only way to reach distant land masses separated by water. (lordly to kingly wealth)
- **Magick Gate**-Not readily available but nothing beats instant travel. (kingly wealth)



RABBLE ROUSING





IN EZD6, THE GAME MASTER IS KNOWN AS THE RABBLE ROUSER. TAKE THIS NAME TO HEART, SERVING AS THE CHIEF LUNATIC, THE STIRRER OF POTS AND GENERALLY CRAZIEST PERSON AT THE TABLE. CELEBRATE YOUR PLAYERS, LIFT THEM UP, MOVE THE SPOTLIGHT AROUND AND ALWAYS PRIZE FUN OVER RULES. IN SHORT, YOUR JOB IS TO ROUSE THE RABBLE!

RABBLE ROUSING

PLAYERS! TURN BACK NOW!

Being the Rabble Rouser

So you have chosen to host this party of heroic misfits. You are tasked, (as well as privileged), to set up the circumstances in the game world that make for a fun night of gaming. There are many resources online about how to game master, but your main objective should be that everyone walks away having a great night of adventure and fun.

What makes a good game?

Here are some tips for running EZD6 with your friends.

- ***Concentrate on telling a good story***-The story will be created from the RR setting up situations and the players deciding how to resolve the situations. The rules will help arbitrate outcomes one way or another and create opportunities for the story to change due to circumstances.
- ***Moral choices make for a dramatic story***-Setting up situations where moral choices come into play is what keeps the game from becoming a hack n' slash wargame, and gives the heroes reasons to quest and fight.
- ***Don't just give the scene away***-Give out the barest details when the heroes enter a new area and then let them ask questions or notice things their specifically trained characters would notice. This gets them involved quickly and avoids the dreaded 'just reading a paragraph of description' syndrome.
- ***Make lovable NPCs as well as villains to hate***-NPCs living and acting in your world make the place feel more alive and real. Give NPCs a personality and something they are seeking.
- ***Don't have players roll for everything***-A common mistake of newer Rabble Rousers is to make the players roll too much. Save rolls for when the outcome is exciting or interesting. If a hero is not under duress and has plenty of time just allow them to do tasks that fit in their hero path, inclinations, or aspects.

RABBLE ROUSING

- *Karma makes for an exciting player choice*-Karma can change failure to success and is a valuable resource your players will come to love. The hard choice to use Karma or save it for later adds an element of strategy for your players.
- *The Hero Die: Not just 2nd class karma*-The hero die can feel redundant but I have seen dramatic events hinge on how it rolls. Life or death usually hangs in the balance since people tend to save the die as a last-ditch chance of success.
- *The rules are nearly invisible until important choices are to be made*-Invest extra table time for players to decide on the use of karma, a tough decision, or a complex spell cast. If things aren't hanging by a thread, just keep moving.
- *Confirming a crit*-Players will squeal with excitement after confirming a crit and the energy will keep building as they continue to roll crits or boost them with karma... Let the fun roll!



RABBLE ROUSING

What do we need to play the game?

- Enough copies of these rules so the players can each make a Pusher & Shover.
- A character sheet for each player to build and track their hero.
- Six-sided dice. The heroes need 4D6 and the RR needs 6D6
- Tokens or chips to represent karma as well as receptacles to hold the chips. Each hero starts with 3. I use little golden gems.
- Tokens or chips to represent strikes as well as receptacles to hold the chips. Each hero starts with 3. I use vivid red plastic hearts.
- Enough pencils or pens to track resources and a table to sit around and play. Snacks are a must.

Playing with miniatures and terrain.

When I started playing RPGs again after a long hiatus I created a YouTube channel called the DM's Craft. My intention was to show gamers that crafted terrain and miniatures could enhance your RPG game experience.

Since I started many years ago an explosion of crafting how-tos and the advent of 3D printing have made it easier than ever to create miniature worlds for your games. Although all this content can be a wonderful thing it can also overwhelm gamers and crafters. My advice on running games with terrain can help.



TILES ARE FLAT STONE TEXTURED PIECES USED TO REPRESENT DUNGEON ROOMS AND CORRIDORS. (I DON'T USE WALLS ON MY TILES TO KEEP THE PLAY SPACE VISIBLE TO ALL PLAYERS). SCATTER ARE SET PIECES THAT CAN BE SCATTERED AROUND TILES TO REPRESENT OBJECTS SUCH AS THE EVIL ALTAR OR A GROUPING OF BARRELS.

RABBLE ROUSING

Scotty's pro tips...

- ***Terrain and miniatures are great for keeping track of all the heroes and enemies-***One big advantage of terrain is that everyone can see where the other heroes are in relation to a fight or scene. This not only avoids the "where am I?" question, it is a great place to focus everyone's attention and get lost in the imagined world.
- ***Figure out where the players wish to go next session-*** If they have multiple choices at the end of a session find out where they intend to go next. This will allow you to prepare terrain and minis for that specific location.
- ***Generic terrain beats specific on usefulness-***Sure it can be cool to spend three weeks on every detail of the dwarf stronghold entrance, but once you use the piece will it ever hit your table again? If you use a generic entrance and spruce it up with a few pieces of dwarven scatter, you can use all the pieces again in different scenes.
- ***Let imagination work with terrain-***I don't build every cottage and house. I describe the house and just use some generic tiles as each floor of the house if needed.
- ***You don't have to build everything-***I often just role play city encounters instead of filling my table with actual models. If a fight breaks out, *then* lay out some terrain near the heroes.
- ***Fantasy artwork online is a great resource-***Another option is to print out artwork found online as a reference to a location. This gives a visual aid without having to build a full-blown location.
- ***Where are you going to store your terrain?-***This is a huge issue for many people. Generic tiles and scatter can cover many of your needs and take up way less space than full-blown 3D pieces. Short plastic tubs stowed under beds save on storage space.
- ***Craft what you need-*** It will be tempting to craft that cool gigantic necromancer altar you won't need until the end of the campaign, but stay on task gathering and crafting the materials you need for your NEXT game.
- ***Have a staging area-***I have fold-up tables I use as a place behind me to store all the minis and terrain I plan on using that session. Clear plastic totes keep tiles and scatter organized, while cheap silverware inserts can be used to store minis.

RABBLE ROUSING

Will my friends want to play EZD6?

Many people do not know what they are missing until they try it. I have had many name-brand RPG players fall in love with EZD6. My suggestion is to run a one-shot with EZD6 and see if they like the free-flowing, super fast mechanics. EZD6 has a very old-school feel but with mechanics that break away from OSR clones. It simplifies most of the traditional elements like stats, armor, individual spells, hit points, and modifiers, removing details that slow things down.

Building a character in EZD6 feels like other OSR systems because of how characters are built. You choose a class, species, and special abilities just like more traditional RPG games, but as stated the real difference is how quick and easy the rules flow for both Pushers & Shovers and Rabble Rousers.

Long-term hero rewards

Unlike other games, EZD6 has no set leveling or rewards in the classic sense. Benefits should be story-based and doled out by the Rabble Rouser during story and campaign progression.

- Getting magick items is often the main goal of characters in fantasy games. Rewarding magick items can keep the game fresh as characters can acquire new abilities from them. Unlike many systems that have a huge amount of magick items, enchanted gear in EZD6 is truly special and give substantial power to the hero.
- Story-based elements like land, title, fortifications or small businesses are another way to reward growing heroes.
- If a hero spends a significant amount of game time learning or using a new skill give them a boon in it.
- Permanent hero dice can be awarded at certain points in the heroes' career, like when the characters complete a major quest. Thus, players could start each session with 2 or more hero dice.
- Interesting mounts or means of transport are always cool.
- A good story is enough to keep players coming back to find out what happens next!

RABBLE ROUSING

How do I decide on an action target number?

Use the chart below to help determine the number you ask the player to roll. Keep in mind that in dynamic situations you can shift the number to make tasks a bit easier or harder, and this takes the place of stat modifiers. For example, for a flying creature, you set the target number at 4 as it swoops around. If it gets knocked out of the air and is now on the ground, you could change the target number to 3 as it is now easier to hit. These micro adjustments to the target number are easy if you think of combat as a dynamic story and not a set of statistics.

DIFFICULTY SCALE

TASK	ENEMY
Easy (2)	Weak or slow enemies
Normal (3)	Normal enemies
Hard (4)	Tougher or fast enemies
Very Hard (5)	Elite or faster enemies
Super Hard (6)	The ultimate or fastest enemies

A few tips for arbitrating spells

If a spell is being cast in narrative time and affects the caster or willing subjects, no roll is needed as the conjurer has plenty of time to build up magical energies for success. Let's say a conjurer is casting a spell that grows a strong climbing vine up a cliff. In narrative time the party can just wait for the conjurer to finish the spell and the vine to grow up, so no roll would be needed. In *action time* the amount of time is critical and full spell casting rules must be used.

Sometimes spell casting in narrative time can feel weird, because the conjurer asks to just keep rolling until a success occurs. Just 'story' this away with a simple flourish... to keep a caster from continuing to cast the same spell upon failure you could say the magickal energies pulverized the ingredients or objects involved. The flow of magick in the area is simply not strong enough to keep trying, or the spirits of the dead refuse your request after the first attempt!

RABBLE ROUSING

Miracles should be hard

Always roll the resistance dice for miracles! Simple requests like speaking with the dead or a clue to your current situation start out as 3D6, and hard requests like turning undead and resurrection should be 6D6.

Miracles for a particular situation can only be asked once. Asking for more than one miracle a scene will automatically fail. You are the final arbiter of miracles so if you don't want something like resurrection in your game don't allow it. Always remember that any miracle request that injures or causes harm is automatically denied.

Poison, fire, and acid

This type of damage will continue to inflict 1 strike per turn until a miraculous save is made. Take the strike and roll your save at the end of your turn.

If you make the roll the hazard stops. If not, take another strike next turn and make another miraculous save, until you save or die. If anyone attempts an action on the turn afflicted, give them a bane until they recover.

Falling is dangerous

Many games do not treat this as the danger it is. If a character is going to fall, give them one last chance to grab something. If they fail, the consequences can be very, very bad.

Falling about 10 feet inflicts a strike. Falling up to 20 feet inflicts 2 strikes and falling over that is a potential kill. Any time a character falls give them a chance at a miraculous save. If they fall a great height, use the 'Caught in a sure death situation' rules.

The bad guys

A big part of the RR's job will be to control all the bad guys, as well as the neutral characters that the heroes will encounter. The RR will roll for them when they attack or have any interaction with a hero that requires die rolls, as well as role playing all NPCs.

RABBLE ROUSING

Not all enemies are created equal

Certain creatures or enemies may have invulnerability to certain damage types depending on their abilities or resistances. For example, vampires may be immune to standard weapons, but fry in the sun.

A demon may be immune to fire but be dispelled by holy water. A rubbery monster may be immune to kinetic attacks, but other types of attacks injure it. These immunities all depend on your scenario. This means the heroes of the story must find another means to defeat a highly resistant enemy.



RABBLE ROUSIN

Judgments over rules

It is this idea that keeps the game fluid, fast-moving, and rulebook free. The 2-6 difficulty scale is all that is needed to arbitrate! Here is an example: say a party of injured heroes is trying to escape an enraged ogre who is after them...

One hero decides to fall back and try to hamstring the ogre, slowing her down and allowing the party to escape. Normally a 3 would be needed to hit the ogre, but the RR decides for this task the hero will need a 6.

EZD6 has no rules for tripping or called shots, but it was easy to arbitrate just by the RR deciding on a difficulty number to hit. For really hard tasks you could even ask a player to confirm a crit to complete a task.

This may seem like a hard number to roll, but remember boons, and if the player wants it enough they can use karma or hero dice.

As a final note, with any player request you are the final arbiter of what is possible.

Spell opportunities, not spell lists

You will notice that conjurers play like other characters in EZD6 by being able to react to circumstances, and not spend game time looking over spell lists or other such magick mechanics that detract from play.

Since conjurers create spells in their circle of sorcery on the fly, there is no need for the magick prep required in other games.

This allows players who create conjurers to make characters as fast as other hero paths, and be able to immediately play without having to pore through lists of spells and agonize on spell choices. In EZD6 pick a circle of sorcery and you are finished!

RABBLE ROUSING

Asking the players to 'roll anything but a 1'

When the heroes decide to do something with a low chance of failure but the consequences would be interesting, you can ask them to roll "anything but a 1." For example, the heroes want to climb a scaffolding with many handholds, but it creaks and groans as they climb and the heroes realize it is not well built. One wrong move and a loose board could send a hero tumbling down. Don't forget to award boons to a hero if they apply to the situation.



ASKING THE PLAYERS TO ROLL ANYTHING BUT A 1 CAN BE A NAIL-BITER! IT'S LIKE SAYING "THERE IS A NARROW CHANCE OF TOTAL DISASTER." DON'T USE THIS MECHANIC TOO OFTEN, BUT WHEN YOU DO, MAKE THE CONSEQUENCES OF FAILURE TRULY TERRIBLE. IN TIME, PLAYERS WILL CRINGE WHEN THEY HEAR IT!

Optional rule: Mementos

A memento is a small trinket of personal significance to a hero. At any time during the game, a quick memory connected to the object can be revealed by the player, earning the hero 2 karma. This can only be done once per session and anytime this rule is used in the future the hero must reveal a new detail.

Mementos can be lost or changed through the life of the character, and are a great excuse to reveal the past details of a character.

YOUR world of adventure

These rules give a lot of leeway to you and the group on the style of game you all wish to create. The rules hang back and let the action flow quickly and the story naturally.

No complex rules will encumber your creativity. Use this freedom to create a rich world generated by both you and your players!

RABBLE ROUSING



How many strikes until a monster dies?

Minions can only take 1 strike before being killed or debilitated. Stronger bad guys can take 2, 3, or more strikes. Check listed monsters for comparison to whatever you're creating.

Enemy attacks

The RR rolls enemy attacks and must roll a 3 to hit a player. The RR can modify the attack rolls of stronger/quicker/weaker opponents. For example, skilled enemies could hit on 2 instead of a 3 and weaker enemies might need a 4 or a 5.

How many attacks do enemies get?

Generally, enemies get 1 attack but the RR may decide that enemies get more attacks based on abilities. For example, a multi-headed creature will make 1 attack per jaw, or a huge troll may get 2 claw attacks and a bite attack to make it more dangerous.

Monster spells and magickal abilities

If a monster or enemy casts a spell it works by the spell casting rules.

Some monsters have **innate magickal abilities** and these work a little differently. For example, a dragon's breath or a medusa's stone gaze attack... the monster gets a number of magical attack dice. The highest roll of this attack is against all heroes this turn. The heroes must roll magickal defense greater than the target number or suffer the magical attack!

Since magickal abilities are innate, 1s are ignored, but if all 1s are rolled, the magickal ability simply fails to function that turn.

RABBLE ROUSING.

A tug of war

Often monsters will grab, envelope, or try to swallow adventurers. To escape, the hero rolls a contest against the monster. The RR rolls for the monster, and the highest roll wins the challenge.

So if a warrior rolls higher than the troll, he breaks free or avoids the grapple. Remember to use boons and banes on these checks. Remember that any other check while grappled or restrained, besides breaking free, earns a bane!

Do monsters and enemies get saves?

No. To keep excess rolling down, give them more strikes instead of saves. This chart is an easy way to buff stronger enemies.

MONSTER POWER-UPS

Level 1: Armored +1 Strike

Level 2: Heavily Armored +2 Strikes

Level 3: Lieutenant (or important NPC) +1 Strikes

Level 4: Captain (or more important NPC) +2 Strikes

Level 5: Leader (or VIP NPC) +3 Strikes



AS MONSTERS GET MORE SPECIAL ABILITIES OR POWER-UPS, ALLOW PUSHERS AND SHOYERS TO USE BOON DICE TO HELP RESIST MAGICKAL ATTACKS OR ABILITIES, IF THE RESISTANCE MAKES SENSE. FOR EXAMPLE, THE INCLINATION "IRON WILL" WOULD HELP TO RESIST ANY MIND MAGICK ATTACK.

Now that all that's out of the way, you're ready to dive into the monsters list! Always feel free to invent your own monsters to fit your game, but here are some of my crazy ideas...



MONSTERS





BAD GUYS AREN'T JUST A THING IN THE HEROES' WAY, THEY SERVE AS A KIND OF DISCOVERY DURING PLAY. WOW, WHAT IS THAT THING? INTRODUCING WEIRD, DANGEROUS, EXCITING MONSTERS SHOULD BE A REGULAR TREAT IN EVERY GAME. GIVE THEM PERSONALITY, WEIRD NAMES, OR MUTATIONS! HERE'S A FEW IDEAS...

MONSTERS CLASSIC



RODERICK HERE! DON'T LET YOUR GUARD DOWN JUST BECAUSE A MONSTER LOOKS SIMPLE ON PAPER. I'VE SEEN ALL KINDS OF CRAZY MUTANT VERSIONS, ERRATIC BEHAVIOR... EVEN MONSTERS USING THEIR ENVIRONMENT AGAINST ME! I MEAN, I WAS NEVER SCARED OR ANYTHING.

CLASSIC MONSTER LIST

Monsters we all know and love, as well as other commonly encountered fantasy fauna, translated into simple EZD6 terms. Roll 1D20...

1. Animals
2. Animated Skeleton
3. Demon
4. Dragon (Young)
5. Dragon (Great Wyrn)
6. Elementals
7. Familiar
8. Gargoyle
9. Giant
10. Golem
11. Living Jellies and Oozes
12. Manticore
13. Medusa
14. Mirror Mage
15. Ogre
16. Spider
17. Swarm
18. Troll
19. Wraith
20. Zombie

EZD6 MONSTER LIST

These fiendish foes are unique to the fantasy mayhem of EZD6. Since they're a bit wild, they each include in depth background lore. Roll 1D20...

1. The Beast
2. Deathlurker
3. Drek
4. Festoid
5. Gorgwar
6. Greeblix
7. Grey Ones
8. Grubbers
9. Grubber Brood Queen
10. Knoblogg
11. Kragor
12. Mistyspawn
13. Murdrath
14. Murkstrike
15. Sarlakarn
16. Sunscalefolk
17. Warp Bat
18. Weirdling
19. Whyte
20. Worm of the Wastes

CLASSIC MONSTERS

Animals

Typical beasts found in natural environments.

- 1 attack that combines all their natural weapons
- Large or bigger crit on a 5+ roll unless a 6 is required
- Determine strikes by overall size. Small to medium = 1 or 2 strikes, large = 3 strikes like warhorses or cave bears, huge = 5 strikes such as elephants, enormous = 10 strikes like a blue whale or giant squid

Animated Skeleton

Decayed corpses turned magick automatons.

STRIKES TO-HIT

- 1 attack (often rusted weapons)
- Skeletons are brittle and will shatter if hit
- Parts continue fighting: free attack if destroyed near an enemy
- Mindless-Mind powers are useless on skeletons
- Unliving and needs no sustenance, sleep or air

1 3

Demon (Lesser)

Woe to those who release these fiends.

STRIKES TO-HIT

- 4 attacks, claw, claw, bite, gore (horns)
- Boon: strength and grappling
- Immune to fire attacks
- Roll 2D6 to resist magick
- Bursts into a fireball upon taking it's last strike. All near can be hit / must make a miraculous save to avoid

10 4

Demon (Greater)

Only the mad would summon this monstrosity.

STRIKES TO-HIT

- Large, sweeping weapon attacks all near for 2 strikes. Will immolate one target each round up to far. Make miraculous save or take 1 strike / continue to burn
- 2 Boons: strength, melee, lore
- Immune to fire attacks
- 4D6 to resist magick, Magical ability 5D6
- Can fly (folding black or red leathery wings)
- Bursts into a fireball upon taking it's last strike, all near can be hit. Make miraculous save to avoid

30 5

MONSTERS CLASSIC

Dragon (Young)

Even a small dragon can be deadly.

STRIKES TO-HIT

15 4

- 4 Attacks, claw, claw, bite, tail
- Can fly
- Magical ability 4D6
- Roll 3D6 to resist magick
- Immune to fire attacks
- Boon in strength, melee, lore
- Fire breath, all in near area are hit. If you take a strike you are set on fire. (Fire breath usable once every 3 rounds)
- Drangonsense: detect anyone in near distance

Dragon (Great Wym)

A dragon of great age,

are you crazy enough to take it on?

STRIKES TO-HIT

25 5

- 4 Attacks, claw, claw, bite, tail. All attacks count as large weapons and inflict 2 strikes each
- Can fly
- Magical ability 5D6
- Roll 5D6 to resist magick
- Immune to fire attacks
- 2 boons in strength, melee, lore
- Fire breath, all in near area are hit. If you take a wound you are set on fire. (Fire breath usable once every 2 rounds)
- Drangonsense: detect anyone in near distance

Elementals

A living element of fire, earth air or water.

STRIKES TO-HIT

3 3

- 2 fist attacks
- Only be hurt by enchanted weapons or spells
- Can not be crit (6s do not roll crit)
- Unliving and needs no sustenance, sleep or air
- Two fighting elementals will obliterate one another
- Destroyed if forced into a hostile zone. ie: Fire forced into water
- Magickal ability 3D6
- Air-can fly and push with wind
- Fire-can combust flammable objects including those hit in melee
- Water-can douse fires or soak areas
- Earth-boon in strength and can break most obstacles

CLASSIC MONSTERS

Familiar

An imp-like creature that obeys... for a price. STRIKES TO-HIT

- Combined bite/claw attack. A successful attack only inflicts 1 hit and can never crit
- Boon to stealth and hiding
- Telepathy with master up to far range
- Fast and small. Takes a 5 to hit
- A killed familiar can be summoned the next day

1 5

Gargoyle

Lying in wait, infinitely patient. STRIKES TO-HIT

- 4 attacks: claw, claw, bite, gore (horns)
- Can sit perfectly still like a statue
- Can fly

2 3

Giant

Huge, slow humanoids who crave chaos. STRIKES TO-HIT

- Weapon 'sweep' attacks all targets in melee
- Large weapon attack inflicts 2 strikes
- 2 boons to Strength
- Living siege weapons: 2 boons when attacking structures

7 3

Golem

A resilient creation of raw power. STRIKES TO-HIT

- 2 fist attacks. Crits on a 5+ roll unless a 6 is needed to hit, then it must be a 6
- Can only be hurt by enchanted weapons or spells
- Can not be crit (6s do not roll crit)
- Unliving and needs no sustenance, sleep or air
- Boon in strength and grappling

6 3

Living Jellies and Oozes

Formless biomasses that absorb their prey. STRIKES TO-HIT

- Small: 1 attack pseudopod, medium: 2 pseudopods, large: envelope attack that inflicts acid damage
- Take acid / envelop damage until you escape by rolling a 6
- Variable mass: small 1 strike, medium 2 strikes, large 3 strikes
- Can only be damaged with a crit

1-3 3

MONSTERS CLASSIC

Manticore

Cruel and devious... part lion, part bat, part human. STRIKES TO-HIT

- 3 attacks: claw, claw, bite
- Can fly
- Fly-by poison tail strike

5 3

Medusa

A once beautiful woman, now a terrifying visage. STRIKES TO-HIT

- Tail attack: she will try to grapple those nearby and force them to see her gaze. If her gaze fails to work she will try to bite the victim. The small punctures do no strike damage but the target is poisoned
- Bow attack: will fire arrows to force victims into tail attack range
- Magickal ability 3D6
- If you meet her gaze roll magick defense. Avoid petrification with a success, but gain a bane to all actions for the encounter

5 3

Mirror Mage

Trained to befuddle foes with magickal tricks. STRIKES TO-HIT

- Glittering blast: a dazzling magick attack. Those hit lose 1 strike and are blinded for a turn
- Boon in magick lore
- Mirror shield: this mage can only be hit with a melee impact or ranged attack on a 6. All other attacks deflect off the shield

2 3

Ogre

Huge brutes whose strength outweighs their wits. STRIKES TO-HIT

- Giant club attack. Crits on a 5+ roll unless a 6 is needed to hit a target then it must be a 6.
- Boon in strength and grappling
- Boon in melee

3 3

Spiders (Giant)

Voracious predators seeking bigger prey: you. STRIKES TO-HIT

- 1 bite attack, cannot crit
- Bite poison requires miraculous save
- Scurry and climb on anything but slick surfaces
- Sticky webs. If stuck roll a 4+ to escape

1-2 3

CLASSIC MONSTERS

Swarm

Dozens, even hundreds of small pests combine...

STRIKES TO-HIT

- Bites: crawling all over, they hit on a 2+
- Can not be crit or inflict a crit
- Swarmed victims have a bane in all tests
- Can be removed by environmental means such as a fire blast or leaping into the water and submerging

2-3 3

Troll

Boorish humanoids fond of tearing enemies to bits.

STRIKES TO-HIT

- 3 attacks: claw, claw, bite
- Boon in strength and grappling
- Boon in melee
- Regeneration regains 1 strike per turn. Freeze to temporarily stop regeneration. Hit with fire or acid to stop regeneration for 1 turn

5 3

Wraith

Terrifying undead that drain your very life force.

STRIKES TO-HIT

- 1 cursed weapon attack, bypasses armor
- Boon in melee
- Unliving and needs no sustenance, sleep or air
- Can only be hit by enchanted weapons and cannot be crit
- Life drain bypasses armor, make a miraculous save to avoid

3 5

Zombie

Animated corpses. Terrible in vast numbers.

STRIKES TO-HIT

- 1 bite/claw attack: cannot crit, 4+ to hit
- Slow. Easy to outrun
- Unliving and needs no sustenance, sleep or air
- Mindless: their rotten brains can not be affected by mental powers, fear or persuasion

2 3

MONSTERS EZD6

The Beast

■ A primal engine of fear and death.

STRIKES TO-HIT

- 3 attacks: claw, claw, bite (tail attack, see below) **10** **3**
- Magick resistance 4D6
- The stench of the creature can be smelled long before it appears. When it reaches near range to the heroes it is unbearable. Make a miraculous save or spend a turn retching. After that first encounter heroes automatically resist the smell
- The creature has acute hearing and can always detect sneaking or invisible creatures. Anyone trying to sneak up on The Beast is treated to a bone jarring strike with its clubbed tail. 1 tail attack to a sneak attacker or to a normal attacker if no sneak attackers present. Anyone hit who fails an armor save is stunned for a round and loses their turn
- The area around the beast quickly becomes slick with slime. Make a 3+ check while in melee or be unable to move that turn
- The beast can generate an aura that is hard to look at. Take a bane to attacks when targeting the creature directly
- Spells that would entrap, retain, befuddle, blind or isolate The Beast only work for 1 round as the creature can somehow shrug off lasting hindrances easily

The Beast is birthed by foul magic and alchemy. A combination of oily haired monster and a scaled reptile the size of a hovel.

It charges forward on four powerful taloned legs snapping with its angular wolf / lizard head. All you see are rows of razor-sharp teeth.

A toxic slime drips from its maw in great globs. The the stench of decaying meat, blood, and disease oozes from its mass.

The Beast is unleashed as a terror weapon by its master, who can telepathically command it at any range. The Beast can never harm its master unless the link is broken somehow.

Confident heroes taking a quest to bring down The Beast may be surprised by its tenacity and deadliness... this thing just won't die!

Deathlurker

Skeletons inhabited by a slug-like creature.

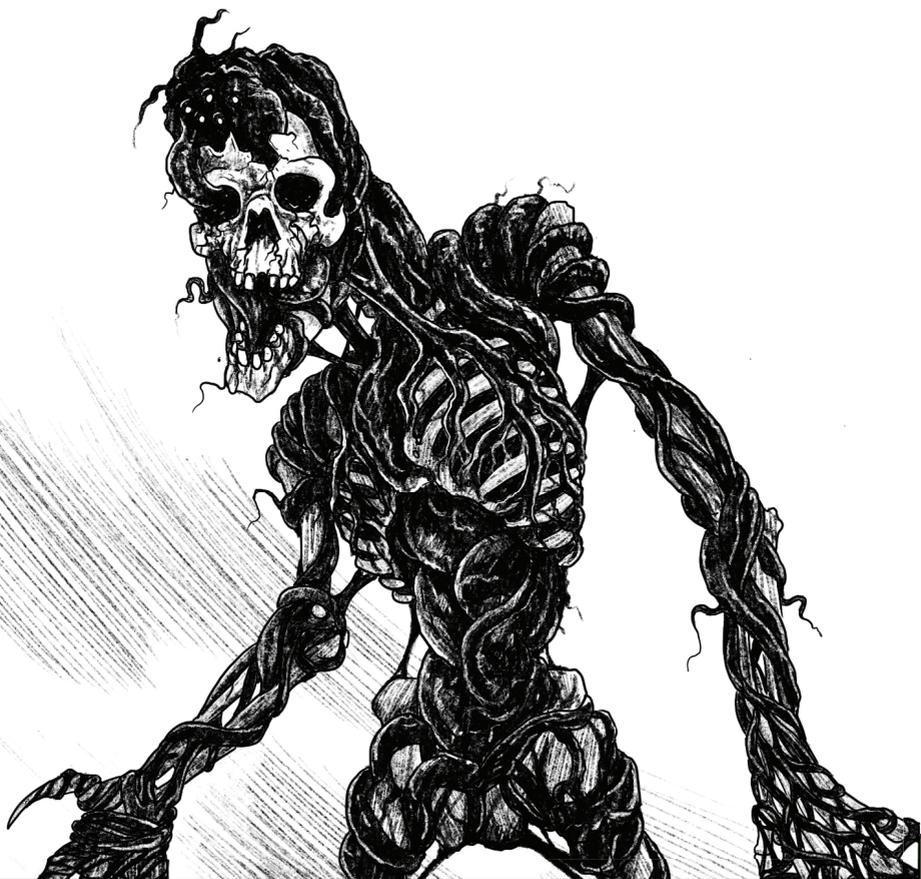
STRIKES TO-HIT

3 5

- 2 attacks: claw / retractable bite, cannot crit
- Not true undead, created by foul alchemy
- The iron-hard skeleton requires a 5+ to hit
- Strong alcohol will inflict 1 strike to the creature as it sears the slug powering the skeleton

This monster is created from a symbiosis between an alchemically treated skeleton and a slug-like creature called a deathworm. The skeleton's skull is impregnated with the deathworm that sends out tendrils to the skeleton's limbs, giving it jerky locomotion.

The worm's eye-stalks protrude from the eye sockets of the skull and a retractable fang ringed jaw disturbingly darts out the mouth of the skull.



MONSTERS EZD6

Drek

Diminutive cavers with bat faces and spiny backs. STRIKES TO-HIT

- 1 attack with crude weapons
- If an attack is missed by a hero they can be stuck by the back spines on a 3+ and take 1 strike
- Dreks are experts at hiding and often lay traps or attack with surprise unless the heroes spot them first

1 3

Dreks have been compared to goblins in size, but that is where the similarities end. The dreks have pale skin, saucer-shaped eyes, and large bat-like ears. The dreks also have a natural defense: they grow sharp spines covering their backs.

These spastic creatures are skilled in maneuvering those spines into the way of threatening enemies. Dreks detest bright light and will only expose themselves to sunlight for short periods.

Although surface civilizations despise them, the dreks are quite industrious and always willing to work for their masters, as long as that work is underground or in perpetually dark areas.





Festoid

Small, fast ravagers with an endless hunger.

STRIKES TO-HIT

- 2 attacks: bite, stinger tendrils with venom. **2** **5**
Miraculous save or be paralyzed for the scene
- Can leap about 10 feet and stick to walls
- Uses hit and run tactics to try and force victims into its lair. It will attack, run into cover, and force heroes to make a spot check to find it (free action)
- A festoid lair is infested with pustules. These hard-to-see jelly-like blobs burst if touched and inflict 1 strike. If in the area of the lair each hero is hit on a 4+. Miraculous save to avoid the damage. If heroes are being careful or make spot checks (4+ to see) the chance to set off a pustule is 6

This bizarre creature can spawn from a source of corrupted magick or magickal experiment gone wrong. The beast is about the size of a medium dog and is incredibly fast.

The festoid likes to run in, leap on an unsuspecting victim, sting it, then run away and hide until it attacks again. The festoid booby traps its lair with small gelatinous pustules on walls and floor surfaces. These fleshy blobs are translucent and hard to see. The festoid is, of course, immune to the bursting pustules.

MONSTERS EZD6

Gorgwar

Huge, primal nomads.

STRIKES TO-HIT

2 3

- 1 Attack with tusks or crude weapons
- Attacks hit two opponents in melee range
- Complex tribal structure. The only hope of parlay is to understand how the hierarchy works and who to impress
- Bestial rage often takes over when a gorgwar fights. After it takes its 2 strikes, it will lunge forward in a desperate attack to take down it's killer. A crit on the gorgwar will take it down without chance of this reprisal attack.

Gorgwar often adorn themselves with fetish objects to appease the spirits. Males and females are almost indistinguishable, and the only way to tell them apart is that males adorn themselves by building the head hair up with mud and sticks.



BACKGROUND

The gorgwar are a savage species by the reckoning of others. They rarely ally with anyone and those who have observed them have given them the nickname “beastials.” Their extreme territoriality throws them into a frenzy when encountering other species, so this makes them seem like mindless killers.

Far from mindless, this nomadic species has a complex hierarchical structure that each member of the tribe fits into. If a tribe member wishes to challenge another gorgwar for a higher station, their rage flares up, and only one gorgwar is left standing.

The reproduction of these creatures is strange and interesting. After mating, the females grow tough, sinewy sacks that fall off as the gorgwar travel. The young gnaw out of these sacks and can fend for themselves very quickly. The spawn has an innate sense of where their tribe is and travels to join it as rapidly as they can. They are only about a foot tall when born, but quickly grow to normal size in a few years.

The average height is 6', but some individuals can grow close to 8' if they live long enough.

THE SPAWNING

The gorgwar tribes typically travel around their territory in a nomadic lifestyle separate from one another, but once every 50 years they come together for a gathering. In this time of spawning, the females mingle with the males of other tribes. The females go into a semi-hibernating state and sprout massive quantities of egg sacks that they bury on site.

The males protect the females and hunt round the clock, so that they can gorge the females with food and free them from any activity but spawning. This gathering generates an enormous growth in population that will double their numbers and send out new tribes that will attempt to take fresh areas. This mass expansion often leads to war with other species.

MONSTERS EZD6

Greeblix

▲ A deceptively cute lil' critter.

STRIKES TO-HIT

1 6

- 3D6 magic resistance
- Small and fast
- Can always steal small objects unless rolling a 1
- Lends a boon once a day to any task its keeper wishes
- If attacked in any way will leave and never return
- Bedazzlement spell will be cast at any who try to harm the creature. If the spell hits, they forget the greeblix and will be in a stupor for a scene (10 minutes)

The greeblix will approach a single hero privately and try to convince them to live in their backpack. In return, the hero will get a free boon once daily. It seems like a great deal, right? Well, this mischievous creature is exceptionally annoying and will do things like drink potions, eat rations, lose gear, and so on.

The creature will beg, whine, apologize, and promise to behave better to stay with the hero. If the greeblix fears the hero is about to ask it to leave or kill it, the sly little creature casts bedazzlement on the hero, steals what it can, and leaves.

The only rule the greeblix has is that you can not tell anyone else it is with you or it will leave immediately with no trace making you look like a liar, and of course losing that sweet bonus boon.





Grey Ones

Ashen figures hidden behind crude grey masks.

STRIKES TO-HIT

- 1 weapon attack, crit on a 5-6 if attack by surprise unless a six is needed to hit then must be a 6
- Avoid sunlight and stick to the shadows.
- Takes a 6 to spot one in cover
- Unliving and needs no sustenance, sleep or air
- They ambush in areas of shadow and high amounts of cover, so that after an attack they can hide again to attack again next turn

2 3

The grey ones are fallen warriors bound with shadow magic to serve as a dark lord's guerrilla force. They patrol around the lair of their master, ambushing careless intruders that wander too close to their dark lord's lair.

They seem compelled to wear featureless masks that they cobble together from mud, ash, and worn bits of clothing. No one knows why they do this.

MONSTERS EZD6

Grubbers

One-foot-tall insectoids who travel in swarms.

STRIKES TO-HIT

3 3

- Can not be crit or inflict a crit
- The afflicted has a bane in all tests
- Crawling all over the victim... they hit on a 2+
- Remove by fire or submerging in water
- These creatures make a loud chittering that makes human speech impossible to hear
- If dog-piled by Grubbers, roll strength 5+ to escape
- Grubbers steal from their victims. Heroes roll a miraculous save and get boon dice for strength. If a fail, the RR decides on a small accessible item that gets stolen by the grubbers

Grubbers ambush adventurers or slowly emerge chittering loudly to disorient and terrify victims. Once they have stolen items, they will scatter and scurry away using their small size to hide and escape.

Grubber Brood Queen

Pale, flabby, and bloated. Pulsing with egg creation.

STRIKES TO-HIT

10 2

- Magical ability 3D6
- Any melee weapon that hits becomes coated with sticky milky blood. If the hero hits anything else the weapon becomes stuck and inflicts no damage. 6 to pull the weapon loose until cleaned
- The queen reaches into the mind of those around it and manifests a fear or trauma from the hero's past. The hero must roll magical defense. Have the player role play the event. Those affected are immobilized until they make a miraculous save
- The queen can telepathically speak any language

This 15 foot long, worm-like creature can barely move under its own weight. The pale flesh pulsates constantly, pushing out elongated eggs from the posterior... eggs then nurtured by nursery grubbers.

All the treasure stolen by the grubbers ends up in the queen's chamber. The queen knows many intelligent beings value treasure over all else and will use the gathered trove as leverage.

Knoblogg

Appears to be a large boulder... then it moves. STRIKES TO-HIT

6 5

- 6 tentacle attacks. The first hit is a grapple. Next round it will automatically smash a victim into its knobby shell for 1 strike
- Each strike inflicted on the knoblogg will remove 1 tentacle and will free a grappled victim
- If grappled, win a contest action to break free
- When not attacking, nearly impossible to spot
- Slow movement, hunts by on ambushing prey

When it senses food within near range, the shell lifts up and six tentacles lash around seeking prey. Once a victim is grabbed, the creature begins to smash it against its tough knobby shell.

Hose-like mouths protrude from under the shell and begin lapping up the blood and gore from pulverized victims.

The knoblogg is an ambush predator and easy to run away from as long as you're not grappled.

Kragor

Reptilian gliders with talons and huge jaws. STRIKES TO-HIT

2 3

- 3 attacks, claw, claw, bite
- Can glide
- Keen sense of smell. Bane to hide from the beast
- A dive-bombing kragor can knock a hero off a cliff or other precipice if the target is close enough to the edge

This tapered reptilian creature is about the size of a large wolf. It has membranes between its long front forelegs that it uses to leap and glide short distances.

The creature has a large curved dagger-like claw on its forefeet to slash prey before tearing in with its oversize jaw. The creatures also have a keen sense of smell and are trained sometimes as guard and tracking creatures. They favor mountainous terrain.

MONSTERS



MONSTERS

Mistyspawn

These pale shades of women spell doom...

STRIKES TO-HIT

2 5+

- 1 grapple attack (no damage until next round when they begin draining life force. if the grapple is maintained) Miraculous save to avoid the drain. Those drained end up as lifeless husks
- Magical ability 3D6
- Can only be hurt by enchanted weapons
- Will not enter bright light
- If forced into light they fade and reappear in nearby darkness
- Attacking them in their field of darkness will incur a bane
- Light sources are half as effective in mistyspawn infested areas
- The love poems recited by these fiends can cause victims to become lovestruck. If a hero fails a magick defense, they walk into the darkness and into the arms of the waiting mistyspawn. The spawn drains 1 strike of life force per round. Once ensnared a hero may roll a miraculous save to resist. If a hero resists, they will not be affected again for that day. If the lovestruck effect fails, the spawn may try to physically grab the victim instead

These cursed creatures haunt long lost places where people practiced dark arts or howled cries of praise to evil gods.

They appear to be wiry and gaunt women with angular faces, pale skin, and pitch black eyes with red pin points of light in the center.

They stand deathly still and seem to dissolve in strong light and reappear just at the edge of sight. If attacked, they fade away, waiting just within the darkness to ensnare those who stray from pools of light.

They whisper ancient and powerful love poems that can cause victims who hear them to become go out of their minds, ensorceled with desire, and stray into the embrace of the ravenous spirit.

MONSTERS EZD6

Murdrath

▲ A huge conical shaped thing with shiny black flesh... STRIKES TO-HIT

- 3 attacks: 2 clusters of barbed tentacles instead of arms that attempt to grapple a target (the chosen), and a bite. If the “chosen” takes all its strikes it is not dead but merely unconscious
- Boon in melee, grappling, and strength
- The creature lets out a twisted mimicked call once per combat. The “chosen” hears this as a plea from a beloved and lost person. The Hero must make a miraculous save or head toward the murdrath in a stupor
- Once the “chosen” is grappled, on its next turn the creature sinks into the ground leaving behind a puddle of black ooze and teleporting to far range with the “chosen” in tow
- The murdrath will attempt to drag its captive to the nether, but must concentrate on the ritual to do so. This ritual takes a scene or about 10 minutes. If the captive has not freed itself or been found by then they are pulled to the nether and probably never seen again

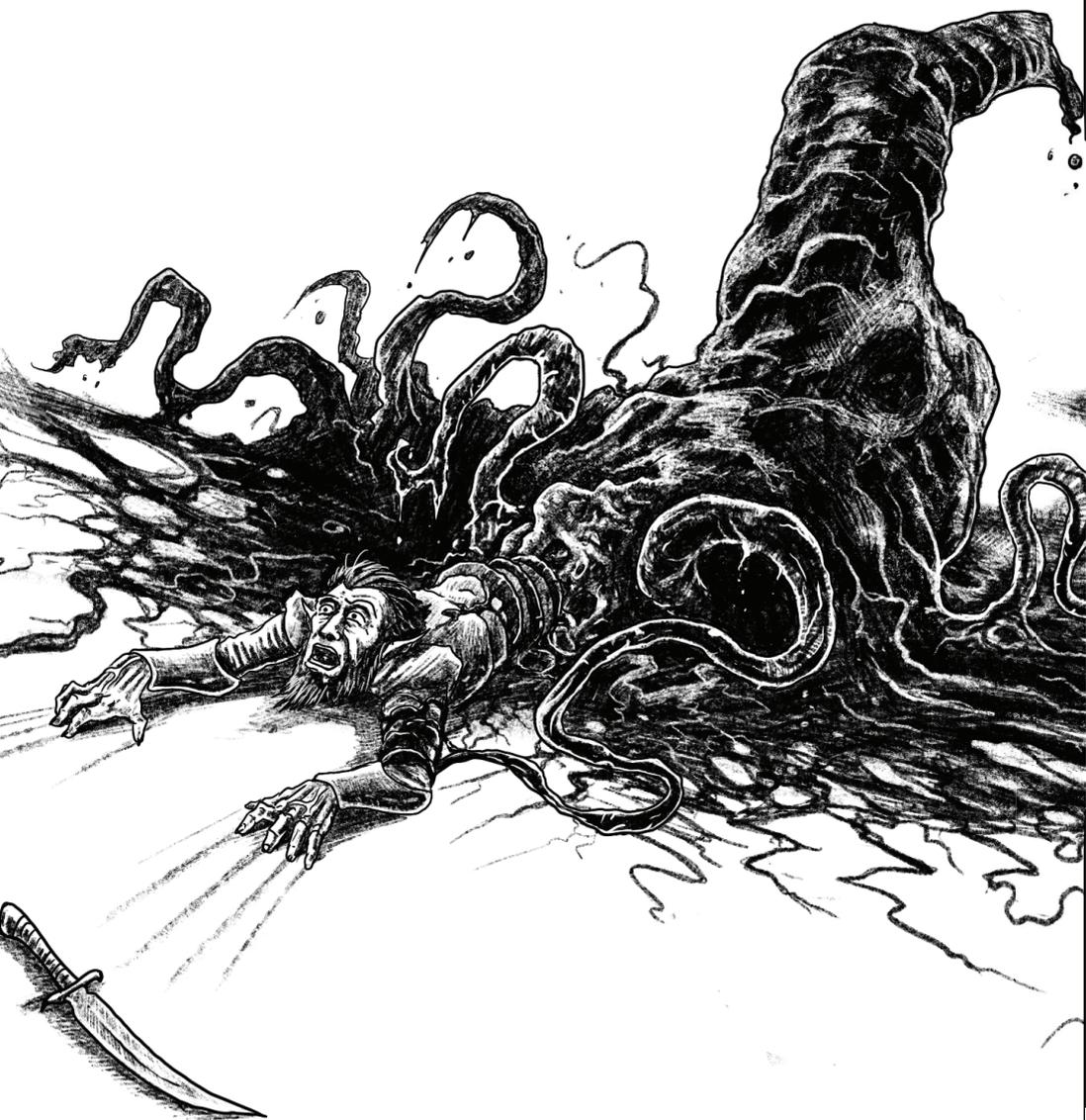
6 3

The murdrath is only spoken of in silenced whispers, as it is believed that to speak its name aloud can set the damned thing on a quest to snatch you away. In reality, the murdrath dwells in the realm between time and space, and can only be called to kidnap a single target by one with the proper rituals, or in rare cases by sheer will of a wronged individual whose sorrow is great.

If the murdrath is defeated it will return to the nether alone, never to trouble the “chosen” again.



THE MURDRATH IS A GREAT EXAMPLE OF HOW A MONSTER'S STORY IS MORE DEADLY THAN ITS STATS. AS A KIDNAPPER-CREATURE, THE MURDRATH THREATENS TO ELIMINATE A HERO WITHOUT BREECHING ALL THEIR HEROIC DEFENSES... SIMPLY DRAGGING THEM OFF, NEVER TO BE SEEN AGAIN.



MONSTERS EZD6



Murkstrike

An enormous river predator.

STRIKES TO-HIT

5-8 3

- 1 bite attack. If the attack hits, the prey must escape with a contest or be swallowed, taking 1 strike every turn until freed. Heroes can avoid the damage with a miraculous save
- Boon in swimming, melee, and strength
- Almost always surprises its prey as it burrows in the mud
- The creature has been known to surprise unsuspecting land dwellers as it leaps from the river... waddling after prey
- The slimy creature is nearly impossible to grapple
- Thrashing motions cloud the water with mud and make it hard to see anything. Bane on all spot checks

This creature looks like a monstrous 20 foot long flattened salamander.

This river monster Lies in wait under silt and mud for a meal to get within striking distance then lunges from its hiding place to gulp down a target whole.

If concealed in muddy water, its preferred habitat, the murkstrike is all but invincible. The GM should feel free to conjure enormous versions of the beast, devour entire boats, or escape into the murk despite any player rolls or tactics. A true titan.



IN MY MANY AND STORIED TRAVELS, I'VE SEEN A MURKSTRIKE OR TWO. THEY VARY WIDELY IN SIZE, FROM SLIMY LITTLE PUPS TO GIANT MONSTERS. WHATEVER YOU DO, DON'T TRY TO HUNT THEM IN THE WATER! GET THESE BUGGERS ON LAND BEFORE FIRING A SINGLE ARROW OR YOU'RE DONE FOR!

MONSTERS EZD6



Sarлакarn

A ball of thrashing tentacles with a gaping maw.

STRIKES TO-HIT

12 3

- There is a myriad of tentacles but only 3 attack at a time. The first attack is to grapple a target and soften them up with acidic bile. The bile inflicts 1 strike (make miraculous save to avoid). If the bile attack is successful the creature will not use it again on the same victim even if the victim escapes and is re-grappled
- Waits underground to burst forth in surprise
- Boon to strength and grappling tasks
- The crater around the emergent creature is difficult terrain. Roll a 3+ or lose your move when traversing this area
- One grappled victim will be dragged to the round maw on top of the dome-like creature. A contest of strength is required by the hero or they are swallowed and take 1 strike. The swallowed must make a miraculous save or take 1 strike per round while swallowed
- The creature is an ambush predator and can remain years underground before a large meal. In the meantime, the feeler s and sucker-mouthed tentacles seek out and consume small prey

A sarлакarn is a large orb-like creature that grows under the ground over decades.

The largest specimens can be 30 feet in diameter or more. It has a myriad of tentacle-like arms that thrash around looking for prey.

Vicious mouths on the ends of the tentacles secrete sticky acidic bile that begins the digestion process.

The large ringed mouth on top swallows prey whole and excretes bones and other indigestibles like gear in underground pockets around its lair.

If prepared properly many consider sarлакarn meat a delicacy.



Sunscale Folk

Humanoid horny toads with spiny scales.

STRIKES TO-HIT

- 1 weapon attack with a bone bow, bone spear or bone club, and 1 bite if in melee
- These creatures can swim in loose sand as well as normal lizardfolk swim in the water, and often submerge in the sand to surprise outsiders
- Their spined bodies have a chance to inflict 1 strike on a 4+ if an opponent tries to grapple them

2 3

The sunscalefolk are a breed of lizardfolk that live in barren wastes and desolate deserts. These creatures cope with the dry conditions by storing food and water in scaly pouches that protrude from their neck. Due to their harsh living conditions, the sunscalefolk are not above eating sentient beings as well as their own dead.

The sunscalefolk are attracted to the ancient ruins of the wastes where they dwell. They consider the ruins of religious significance to the tribe and will protect them with their lives. The tribes worship giant beasts, and often have a communal drum to call such a beast to their location in the event of an attack by outsiders.

Warpbat

Hairless, winged things made terrible by magic.

STRIKES TO-HIT

4 3

- 1 claw attack. If the victim is hit they are dragged to a high perch and the creature switches to 1 bite attack
- The creatures have no eyes and rely on a form of echolocation, emitting a series of clicks
- The creatures resonate a piercing mind screech with a strange organ where their eyes should be. Those affected twist in unbearable pain (use magical ability to roll this attack)
- To recover from the screech after a failed magick check, a miraculous save roll must be made at the end of every turn the or hero will remain in this agony and can be hit on a 2+
- Magickal ability 2D6

These monstrous horrors have mutated from exposure to a source of eldritch magick and are often found roosting in dark and forgotten places. The creatures open their assault with a mind screech then dive down on those reeling from the attack, dragging the victim to a roost to devour them.



MONSTERS EZD6

Weirdling

▲ A shriveled corpse with purple lights in its eyes. STRIKES TO-HIT

- 1 attack (cannot crit) needs 4 to hit 2 3
- Unliving and needs no sustenance, sleep or air
- Mindless. Their rotten brains cannot be affected by mental powers, fear, or persuasion
- Magick resistance 3D6
- If a spell is cast at a weirdling and fails, magickal feedback damages the conjurer for 1 strike unless they make a miraculous save
- Every melee hit on a weirdling discharges magick energy and the striker must make a miraculous save or take 1 strike
- Slow moving

The path to becoming a weirdling is a sad one. It starts with a person becoming addicted to wizard weed. The obsession with this drug often leads to death, where the deceased rises as a weirdling.

The weirdling looks like a shriveled mummified corpse that has flashing purple lights in its eyes. These can be released as terrifying undead, or used to power the arcane machines of evil wizards.

Whyte

▲ Shriveled undead inhabiting a mass of dust. STRIKES TO-HIT

- 2 life drain attacks... shriveled hands 2 3
- Life drain bypasses armor, make a miraculous save instead
- Never appear when the sun is up
- A dust cloud swirls around the whyte obscuring vision and choking foes. Anyone attacking the whyte suffers a bane
- Unliving and needs no sustenance, sleep or air

In ancient rights, the bodies of the dead were covered in chalk dust. Whatever evil has animated these shriveled corpses has also saturated the dust and causes it to swirl around the creature in a dense cloud, making the undead very hard to target as they amble forward to jealously draw the life force of their victims.

Worm of the Wastes

A giant armored worm with a huge maw.

STRIKES TO-HIT

10 4

- 1 large bite attack (2 strikes), if the attack hits the prey must escape with a contest or is swallowed, taking 1 strike every turn until free. Avoid this damage with a miraculous save
- 2 boons to strength and grappling
- This creature can swim in loose sand as well as a whale swims in the water
- If threatened, this 30 foot long monstrosity will thrash about, throwing and pushing sand. Roll a 4+ or lose your move

This armored worm-like creature lives in barren wastes and desolate deserts. The danger from these large beasts is that they can suddenly ambush an unwary adventure party from underground.

Adventurers who fail to notice the sand wake of these creatures can end up in the creature's gullet. The sunscalefolk often worship these beasts and there is a strange bond between the two species.





MAGICK TREASURES





EVERYONE LOVES TREASURE. WEALTH AND COIN ARE GREAT, BUT NOTHING BEATS THE ODD AND OMINOUS OBJECTS ALL PLAYERS CRAVE. AWARD TREASURE WHEN BADDIES ARE DEFEATED, TOMBS ARE RAIDED, CASTLES ARE PLUNDERED OR HEROES ARE GRANTED A KING'S REWARD!

MAGICK TREASURES

Scrolls and Potions

Scrolls are treasured by conjurers because they can acquire useful spells that may not fall into their specific circle of sorcery. Scrolls also provide a 'storage' system for spells that does not require years of study to use effectively, only the skill of reading magick. When reading through scrolls, you'll notice that a conjurer's name is associated with each. These are their original authors, and could, in theory, be sought out for more training in the magick arts.

How to use a scroll

Roll 2D6 for magic tests and re-roll any ones. Once cast a scroll burns up. If a scroll requires anchoring any attack on a conjurer that inflicts a strike breaks the caster's anchor.

The caster can end a scroll effect early by simply wishing it to end. Beneficial spells can also be cast on targets other than the caster.

Rolling for random scrolls

Roll 1D6 for the group then roll 1D6 for the scroll in the group

SCROLLS - Group #1



1. **Quinton's Lucky Charm** -The recipient has a boon for every check in a scene.
2. **Slasloosh's Water Elemental Call** - Summon a water elemental for a scene that obeys your commands and protects you. (see Monster Section). A conjurer can keep the elemental up to a day by spell anchoring it.
3. **Bopinero's Befriend** -An enemy minion will become your friend as long as treated well.
4. **Flivindia's Floating** - cannot sink in liquid for a scene.
5. **Vindella's Vale of the Unseen** -You become invisible for a scene as long as you preform no action other than moving. You can perform an action (becoming visible) and become invisible again if you just move the next round.
6. **Abrax's Mirror Walk** -You and up to a dozen beings teleport between two mirrored surfaces.

MAGICK TREASURES

SCROLLS - Group #2



ROLL 1D6

1. **Phendrex's Pheromone** -One particular type of creature will not harm your hero for a day as long as YOU do not hurt it.
2. **Minstar's Mage Bubble** -You and up to a dozen others are encased in a water globe for up to a scene. The water automatically protects from all fire and can be rolled like a ball by the will of the caster. For the scene, any encased can breathe normally.
3. **Goyle's Mr. Bones** -You can animate one found skeleton up to horse size for one day. It obeys simple commands and can take one strike.
4. **Galbrax's Gimmie** -An object you can see or know the location of teleports to your hand.
5. **Abozium's Hypnotize** -A creature that can understand you will truthfully answer three simple questions then forget what happened.
6. **Snagtooth's Snoop** -Your hearing becomes super sensitive for a day.

SCROLLS - Group #3



ROLL 1D6

1. **Evak's Secret Reveal** -The caster can ask for any one secret to be revealed to them.
2. **Mistrel's True Eye** -You see through all nearby illusions, disguises, invisibility, and transformations for a day.
3. **Sabbat's Spinner** -You can web up to 6 nearby targets in sticky gooey webbing. They need a 6 to break free.
4. **Razduk's Missile repellent** - Both magickal and martial missiles bounce off you for a scene unless a (6) is rolled.
5. **Druzella's Dolly** -You shrink to the size of a small doll for a day. One strike returns you to your normal size.
6. **Mardrak's Mind Reading** -You know the surface thoughts of nearby creatures for a day.

MAGICK TREASURES

SCROLLS - Group #4

ROLL 1D6

1. **Vaspin's Void Lock** -A creature or object is frozen in time and space and cannot be interacted with. The lock lasts for the scene or about 10 minutes.
2. **Poppin's Portable Hole** -A round hole can be formed in any solid non-magickal material. 5' in diameter and 10' long/deep. The hole can last up to a scene and closes when you wish.
3. **Zar's Death wish** -A creature you choose erupts into a rage, attacking anything near it with abandon. Lasts for a scene.
4. **Woorinval's Air Elemental's Call**- Summon an air elemental for a scene that obeys your commands and protects you. (see Monster Section). A conjurer can keep the elemental up to a day by spell anchoring it.
5. **Maldamain's Eye of the Mind** -You can see through the eyes of another creature for up to a day. The creature you see through must have been observed by you at the start of the spell.
6. **Soul Bind of Maxdraxius** -An unbreakable tether links two beings together. They can not move more than 10' apart for up to a day unless one dies.

SCROLLS - Group #5

ROLL 1D6

1. **Mismagick of Maldrak** -The target of this spell counts as rolling a 6 defense for any magic cast on them for a day.
2. **Gilmoon's Unstuckness** -For the day you cannot be grappled, webbed, glued, slowed, or restrained in any way.
3. **Slime of Suloon** -A near area becomes super slippery for a scene. Must roll a 6 to be able to move out of the area. All others fall. Can be used to make a sloped area like a slide.
4. **Mistress Aracnahe's webbing** -A near area becomes sticky with strong webbing. Must roll a 6 to break free. Lasts for a scene.
5. **Prism of Char** -You are hard to look at and your form constantly shifts making it hard to target you. For a scene, only a roll of 6 can hit you.
6. **Gruegall's Earth Elemental's Call** - Summon a earth elemental for a scene that obeys your commands and protects you. (see Monster Section). A conjurer can keep the elemental up to a day by spell anchoring it.

MAGICK TREASURES

SCROLLS - Group #6

ROLL 1D6

1. **Umbilical of Lozomious** -A shimmering astral cord attaches to your belly button. This is a direct line to the source of magick. For a day, you re-roll all 1s.
2. **Time slipping of Saldenza** -One recipient can slip time and take 10 moves and 10 actions. All tasks against time slowed targets are easy (2)
3. **Malinna's Spirit call** -You can return a spirit to a dead body. The body recovers, but only has 1 strike until healed. Also, the returned is marked somehow. Leave it up to the player. Examples, Pale skin, red eyes, white hair a strange mark, etc...
4. **Madame Palm's Psychometry** -The Rabble Rouser answers 3 questions about a held object.
5. **Frakvat's Fire Elemental's Call** - Summon a fire elemental for a scene that obeys your commands and protects you. (see Monster Section). A conjurer can keep the elemental up to a day by spell anchoring it.
6. **Black curse of Zandra** -The target is cursed with a bane for the scene and rolls all tests as if they are banes.



MAGICK TREASURES

Intro to Potions

These liquid-filled vials are imbued with a magickal effect. In game terms they differ from scrolls as they only take your free action to quaff.

When given or finding potions the heroes can always **choose a healing potion or roll for a random one**. Affects the drinker only. Potions take no time to ingest. A common healing potion heals 2 strikes.

POTIONS



1. **Optim's potion of the Perfected Eye** -For a day you can not be blinded by any effect (darkness or brightness) and can see perfectly in any situation (even in the absence of all light).
2. **Time Reset of Tolderro Potion** -Ignore the turn you just took and retake it.
3. **Lucilla's Potion of Perfection** -You have a boon for the day in anything you wish. Melee, sneaking, magic resistance ect...
4. **Potion of Malook's Revenge** -For a scene when you are hit by melee, missile, or magick, roll a D6 on a 4+ a mystic bolt springs from you inflicting one strike on your attacker.
5. **Mistress Aracnahe's Wall Clinging Potion** -The ability to walk on any solid surfaces for a day.
6. **Dromdak's Potion of Speed** -Take 2 consecutive turns on each of your turns for a scene, but when the potion wears off you take a strike of damage.

JEWELRY



1. **Bracelet of Purging** -Boon to resist poison.
2. **Magick Sink Bracelet** -Boon to resist magick.
3. **Rings of Talking** -A set of 1D4+1 rings. Each hero with a ring can speak to the others over any distance.
4. **Signet Ring of You** -The ring face changes to be an exact likeness of the wearer and makes a perfect impression in a wax seal.
5. **Ring of Grip** -While equipped, you will never drop a object from your hand unless you intend it.
6. **Ring of Warmth** -You will never be cold.

MAGICK TREASURES

TRINKETS



ROLL 1D6

1. **Amulet of Lifegiving** -Heal up to 3 strikes (total) a day to any allies in near range for an action.
2. **Magickal Conduit Amulet** -A conjurer can now roll up to four dice in a power level roll.
3. **Amulet of the Divine Shard** -Devout followers can roll up to four prayer dice.
4. **Amulet of the Orbus** -A floating eye you can see through obeys your mental commands for a scene and can move up to far distance. Summon once a day.
5. **Bracelet of Freebreath** -Breathe in any environment, water, poison gas, or thin atmosphere.
6. **Bracelet of Grappling** -Item shoots a mystic tether up to far range that will stick to any surface. Once a day. Lasts for a scene.

MAGICK MELEE WEAPONS



ROLL 1D6

1. **Mace of Divinity** -Gain a boon to melee and crit undead and demons on a 5+ unless a 6 is needed to hit. When a crit is struck, undead nearby all stand dumbstruck for their next turn.
2. **Greyblade the Doomforged** -Gain a boon to melee. If the wielder is hit in combat and fails an armor save the enemy who inflicted the wound takes a strike instantly.
3. **Dagger of the Blooddrinker** -Gain a boon to melee and after confirming a crit, steal 1 strike from a living target as a 1 strike heal. Only one strike can be drawn per turn and you cannot draw more strikes than you have.
4. **Mirror Edge** -Gain a boon to melee and once a day you can blind an opponent making them miss their next turn.
5. **Storval the Imprisoned** -Gain a boon to melee. This weapon is host to the soul of an ancient king, trapped within. He can speak, and lives in a state of torment within the blade.
6. **Aturia's Spear** -Gain a boon to melee. This weapon, when thrown or dropped, can instantly be recalled to the owner's hand. Enemies in the path of this recall flight can be hit.

MAGICK TREASURES

ROLL 1D6

MAGICK RANGED WEAPONS

1. **Roggeros' Repeating Crossbow** -Gain a boon to ranged attack. When rolling to confirm a crit, roll 2 dice instead of one.
2. **Death Seeker Bow** -Gain a boon to ranged attack. Once a day you can activate the bow to always hit on a 2+ for a scene.
3. **Bow of the Beacon** -Gain a boon to ranged attack. Any target hit with this weapon cannot hide, as harmless mystic sparks spray from the target. The effect lasts for a scene.
4. **The Pulverizer** -Gain a boon to ranged attack. This crossbow energizes bolts with stopping force and if a confirmed crit is rolled, a target up to ogre size will lose its next move. Any enemy in a precarious situation will fall.
5. **Grace Given Bow** -Gain a boon to ranged attack. Gives a boon to social interactions.
6. **Whistling Bow** -Gain a boon to ranged attack. The arrows will whistle a loud, high-pitched trill if you wish to signal others or distract enemies.

MAGICK AMMO -Bolts and arrows will be energized by the magick within the weapon so no magick ammo is needed.

TRACKING AMMO -We assume that heroes will have enough ammo to get through an adventure. If heroes go a long time without being able to restock they could run out of ammo. This will be a call of the RR.



MAGICK WEAPONS AND ITEMS? YES, PLEASE! I HAVE SO MANY MAGICK ITEMS, I'M UNSTOPPABLE! MONSTER THIS AND TRAP THAT, NOPE, NOT IMPRESSED! I CAN FLY, DISAPPEAR, TURN INTO A TROUT, SHOOT SWORDS OUT MY EYES AND WALK ON WALLS! BRING ON THE DUNGEON, YOU NINNIES!

MAGICK TREASURES

UNUSUAL TREASURES

ROLL 1D6

1. **Faedra's Box** -A small magick music box. When opened soothing music issues forth and a tiny dancer prances hypnotically. The party heals a strike if they can rest and watch her performance (once a day). If anyone outside the group sees the tiny dancer they are obsessed and try to steal the box at the earliest opportunity.
2. **Mystic Map of Thalooz** -The map will "imprint" on anyone who carries it and through a series of adventures leads them to a magick item they seek.
3. **Mantle of Avion** -Those who don this mantle can sprout wings and fly for a scene once a day. Doing so inflicts a strike.
4. **Skull of Maldrusus** -This rune-etched skull knows much lore, but can be detected by those who use magick. Those who detect it seek the skull for answers... it rarely stays with an owner long.
5. **Golden Tadpole** -This small creature floats in a vial of magickal fluid and can be used to revive a hero who died in recent combat. The tadpole is released onto the face of the deceased and crawls up the nose to revive the dead with a jolt. The revived hero returns with one strike and will often have memories or dreams of other heroes who died in a nearby area.
6. **Horn of the Bravado** -Fills with heady beer that when drunk heals a strike. Any number of people can drink from it once a day. The horn must be witness to a brave deed to activate that day, defeating an enemy, rescuing an innocent, and so on. If the bearer ever retreats or is defeated in combat, they can no longer activate the horn or drink from it.



RODERICK MAKES A POINT. AS THE RABBLE ROUSER, TEMPER YOUR GENEROSITY WITH MAGICK ITEMS WITH MONSTERS AND CHALLENGES THAT STEAL OR DESTROY ITEMS. MOST TIMES, MAGICK ITEMS ARE FAR MORE PRECIOUS THAN STRIKES! WHEN PLAYERS KNOW THEIR STUFF IS IN DANGER, THINGS GET INTERESTING!

MAGICK TREASURES

MAGICK ARMOR



ROLL 1D20

1. **Enchanted Armor** -When craftsmanship isn't enough, a magick enchantment is needed. One re-roll of an armor save per scene.
2. **Thorn Armor** -Thorns protrude if you are grabbed or grappled and do one strike on the assailant with a 3+.
3. **Slick Armor** -Nothing sticky will cling to the armor and effortlessly falls off. Escape any grapple for free with a 3+ roll.
4. **Pocketed Armor** -A dozen small invisible pockets, can hold items that cannot be found unless you allow it.
5. **Elemental Armor** -A boon to resist any elemental effect.
6. **Enchanted Alloy Armor** -Can be worn as "light" armor but gives a 5+ save.
7. **Dragon Scale Armor** -You can only be hit on a 4+ (you must be able to wear medium or heavy armor.)
8. **Unbreakable Armor** -You cannot be crit.
9. **Shardling Armor** -If you fail your armor save you get a second save of 6. If you save on that 6 then the effect takes a day to "regrow" so you revert to your normal save until that time.
10. **Bulwark Armor** -You cannot be pushed or knocked over while you wear this armor.
11. **Sarлакarn Armor** -Boon to resist acid.
12. **Appearance Changing Armor** -Can change your armor to "look" like any type of armor you have seen.
13. **Holy Avenger Platemail** -This gleaming, silvery armor is imbued with divine energy. Gain 1 karma whenever you crit.
14. **Thieves' Chain** -Light-absorbing lamellar and cloth-muffled chain mail. Gain a boon to sneaking, hiding, or ambushing.
15. **Helmet of Champions** -A crested helm. Subtract 1 from your Armor roll target.
16. **Infernal Armor** -Brimstone and steel. Blend in with demons, hellions, or even the undead.
17. **Shield of Surtur** -A burning shield. If your attacker rolls a 1 to attack, they take a strike.
18. **Shield of Suns** -A shield that emits sunlight on command.
19. **Arrowbane** -Arrows can only hit you with a 6 when equipped.
20. **Horned Helmet of Might** -You only fail strength rolls on a 1.

MAGICK TREASURES

AN ENCHANTED...



1D4 > 1D6

GROUP 1 (1D6)

1. Dagger
2. Sword
3. Mace
4. Flail
5. Axe
6. Club

GROUP 2 (1D6)

1. Crossbow
2. Spear
3. Bow
4. Javelin
5. Throwing Axe
6. Throwing Knife

GROUP 3 (1D6)

1. Great sword
2. Halberd
3. Battleaxe
4. Quarterstaff
5. Glaive
6. Warhammer

GROUP 4 (1D6)

1. Whip
2. Trident
3. Maul
4. War pick
5. Handaxe
6. Sickle

AN ENCHANTED...



1D4 > 1D6

GROUP 1 (1D6)

1. Amulet
2. Broach
3. Necklace
4. Charm
5. Choker
6. Torque

GROUP 2 (1D6)

1. Ring
2. Bracelet
3. Armband
4. Tiara
5. Hair Comb
6. Earrings

GROUP 3 (1D6)

1. Belt
2. Boots
3. Hat
4. Robe
5. Cloak
6. Bracers

GROUP 4 (1D6)

1. Hide (light Armor)
2. Studded (Light Armor)
3. Chain (Medium Armor)
4. Splint (Medium Armor)
5. Plate (Heavy Armor)
6. Shield

MAGICK TREASURES

...WITH THESE ITEM PROPERTIES...

Magic items are the pinnacle of treasure. To use these tables, simply roll or select a property and place it on the item, armor, or weapon of choice. A fun item name always helps, too!



ROLL 1D20

1. **Allspeech**-Understand any language.
2. **Booming**-Project your voice, even being heard miles away.
3. **Boost**-Once a day get a boon to any roll.
4. **Darksight**-See in the dark even in the absence of all light.
5. **Divine shard**-Devout followers can roll up to four prayer dice.
6. **Divine Weapon**-Gain a Boon to melee and crit undead and demons on a 5-6 unless a 6 is needed to hit a target, then it must be a 6.
7. **Doomforged Weapon**-Gain a boon to melee. If the wielder is hit in combat and fails an armor save, the enemy who inflicted the wound also takes a wound on a 3+.
8. **Enchanted Melee Weapon**-Boon when attacking with the weapon.
9. **Enchanted Ranged Weapon**-Boon when attacking with the weapon.
10. **Enchanted Armor**-One re-roll of an armor save per scene.
11. **Farsight**-see clearly far away.
12. **Fireward**-Boon to resist fire.
13. **Freebreath**-can breath in any environment, water, poison gas or thin atmosphere.
14. **Font**-Item gives several gallons of cool, clean water once a day.
15. **Gleaming**-Once a day you can blind an opponent making them miss their next turn.
16. **Glide**-Spectral wings emerge allowing a controlled glide.
17. **Grappling**-Item shoots a mystic tether in near range that will stick to any surface. Can be used once a day and last for a scene.
18. **Jaunting**-Teleport anywhere you can see near you once a day.
19. **Keen Weapon**-Gain a boon to melee. Crit inflicts 2 strikes.
20. **Lifegiving**-heal up to 3 strikes (total) a day to any allies in near range for an action.

MAGICK TREASURES



ROLL 1D20

1. **Lifelock**-Gain a strike.
2. **Luck**-Once per day change a roll to 6.
3. **Magickal Conduit**-A conjurer can now roll up to four dice in a power level roll.
4. **Magickal Focus**-Ignore a single 1 rolled on power level roll.
5. **Mindgrip**-Once a day a you can grow a glowing tentacle from your forehead and manipulate near objects for a scene. Objects can be no more than 10 pounds and the tentacle is not effective in combat.
6. **Mindlock**-Boon to resist magick or forces that affect the mind.
7. **Orbus**-A floating eye obeys your mental commands for a scene and can move up to far distance. Can be summoned once a day.
8. **Pocketed Armor**-A dozen small invisible pockets that can hold items, and cannot be found unless you allow it.
9. **Pocket Dimension**-Almost infinite space to store small items.
10. **Portable**-Item shrinks on command to the size of a toy.
11. **Relic**-ignore a single 1 rolled on miracle dice.
12. **Safelanding**-Slowly drop if fall over 10 feet.
13. **Slick Armor**-Nothing sticky will cling to the armor and effortlessly falls off. Escape any grapple for free with a 3+ roll.
14. **Spider Climb**-Climb vertical and horizontal surfaces without falling.
15. **Spirit Locked**-The item has a personality and can speak to the owner.
16. **Talking** -Often two of the object or it splits in two. Each hero with one half can speak to the other over any distance.
17. **Thorn armor**-Thorns protrude if you are grabbed or grappled and do one strike on the assailant with a 3+.
18. **Truetread**-Not impaired by difficult terrain.
19. **Vampiric Weapon**-After confirming a crit, regain 1 strike from a living target. Only one strike can be drawn per turn and you can not draw more strikes than you have.
20. **Warding**-Once a day cast "shield" on yourself like a conjurer.



HANDY BITS





RABBLE ROUSERS ALWAYS NEED A PILE OF TABLES IN THE BACK OF THE BOOK. WHAT AM I DOING? WHAT MONSTERS ARE IN HERE? WHO IS THIS SILLY FRUIT VENDOR? THIS CHAPTER HAS A FEW THINGS TO GET YOU ROLLING, BUT NOTHING WILL BEAT THE HANDY BITS YOU CREATE TO FIT YOUR GAME.

HANDY BITS



RULE REFERENCE

RULE OF THE EZD6:

Roll 1D6, meet or beat the target number to succeed

ROLL WITH A BOON:

Roll an extra D6 when making your attempt, choose highest

ROLL WITH A BANE:

Roll an extra D6 when making your attempt, choose lowest.
If already rolling more than one die lose one instead.

1's always fail / terrible outcome.

6's always succeed / best outcome

6's also 'explode' - Inflict one strike and roll ONE die again

DIFFICULTY SCALE

TASK	ENEMY
Easy (2)	Weak or slow enemies
Normal (3)	Normal enemies
Hard (4)	Tougher or fast enemies
Very Hard (5)	Elite or faster enemies
Super Hard (6)	The ultimate or fastest enemies

KARMA:

Earn 3 Karma at session start.

Earn 1 Karma on any failed roll. Limit one per turn for failed rolls.

Earn 1 Karma as a RR reward for role play.

Add Karma to any roll, besides a 1.

Cannot use on Magick or Miracles.

Spend 5 Karma to replenish your HERO DIE.



HANDY BITS

RULE REFERENCE



USING ARMOR:

When hit, roll Armor to ignore 1 Strike

MIRACULOUS SAVE:

Meet or beat to-save number or take 1 Strike

TIME:

Take a 30' Move Action, Turn Action and Free Action each turn

Turn Actions: Attack, Cast magick, Use scroll, Move again

Free Actions: Drink potion, Draw weapon, Speak

WHO GOES FIRST?

Unless ambushed, heroes always go first, in any order they desire

DISTANCE:

Less than 30 feet = Near. More than 30 feet = Far

USING MAGICK:

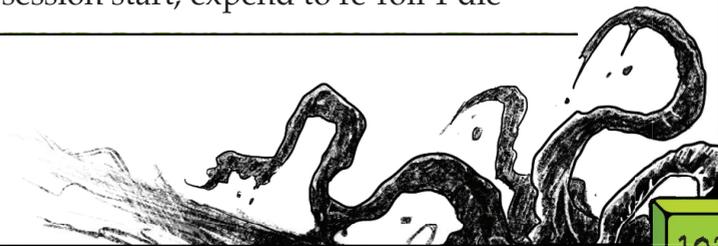
- Decide Power Level (PL=1 to 3D6): Meet or beat Resistance # of all the target(s) on at least 1 of the Power Level dice rolled
 - Victim/target Resistance # is rolled first
 - Most monsters have 1D6 Resistance
 - Karma cannot be used on Magick rolls
 - If caster loses a strike, anchoring is broken
-

SPELLBURN:

If rolling a 1 using magick, a spell can still be cast by the conjurer if they take 1 strike of damage for each 1 rolled

THE HERO DIE:

Earn at session start, expend to re-roll 1 die



HANDY BITS



MONSTER SELECTOR



ROLL 1D20

CLASSIC MONSTER LIST

EZD6 MONSTER LIST

1. Animals
2. Animated Skeleton
3. Demon
4. Dragon (Young)
5. Dragon (Great Wyrn)
6. Elementals
7. Familiar
8. Gargoyle
9. Giant
10. Golem
11. Living Jellies and Oozes
12. Manticore
13. Medusa
14. Mirror Mage
15. Ogre
16. Spider
17. Swarm
18. Troll
19. Wraith
20. Zombie

1. The Beast
2. Deathlurker
3. Drek
4. Festoid
5. Gorgwar
6. Greeblix
7. Grey Ones
8. Grubbers
9. Grubber Brood Queen
10. Knoblogg
11. Kragor
12. Mistyspawn
13. Murdrath
14. Murkstrike
15. Sarlakarn
16. Sunscalefolk
17. Warp Bat
18. Weirdling
19. Whyte
20. Worm of the Wastes

MONSTER POWER-UPS

Level 1: Armored +1 Strike

Level 2: Heavily Armored +2 Strikes

Level 3: Lieutenant (or important NPC) +1 Strikes

Level 4: Captain (or more important NPC) +2 Strikes

Level 5: Leader (or VIP NPC) +3 Strikes



HANDY BITS

TWISTS AND TURNS

ENCOUNTER TWISTS



ROLL 1D6

1. **What The?** -An out-of-place element appears.
2. **Aspect** -Randomly select one hero aspect from the party. That aspect is exaggerated, upending the encounter.
3. **Reckoning** -The consequences of a previous hero appear, adding to the danger of the present.
4. **Dilemma** -This encounter includes a choice between two very different moral options. Refuse to negotiate, or appease the enemy? Run for cover, or go all out blitz? Make for a desperate rescue, or consider the greater good?
5. **Priceless** -This encounter is turned upside-down when a hero memento is revealed, stolen, dropped, or turns out to be fake. Not my locket! No!
6. **Collateral** -Heroes are forced to deal with the entanglement of a needy, disabled, or imperiled NPC to earn victory. If no such NPC is present, they appear suddenly, confused, lost, or attempting to join the fray.

BATTLE TWISTS



ROLL 1D6

1. **Adds!** -Secondary monster(s) enter the battle in significant numbers, flanking or surprising heroes from a new angle.
2. **Out of Time** -Time to complete an objective becomes shorter than expected. Local enemies accelerated a catastrophic or irreversible event.
3. **Switcheroo** -The monster encountered is a fake, illusion, or disguise for a completely different creature.
4. **Tricked** -An NPC, guide, or even map got lair info wrong or purposely deceived players. They are dead-ended, trapped, or lost due to the false info.
5. **Join Me** -An enemy poses a moral choice to one or more heroes, using intimate knowledge of the hero to make it enticing.
6. **For Honor!** -Very specific circumstances make an irresistible call to one hero's duty.

HANDY BITS



NPC CREATOR



ROLL 1D20

FEMALE NAMES

- | | |
|------------|-------------|
| 1: Wren | 11: Ilda |
| 2: Illuna | 12: Peppeni |
| 3: Luxia | 13: Vyra |
| 4: Lili | 14: Fayla |
| 5: Lexla | 15: Lucerna |
| 6: Fiera | 16: Therda |
| 7: Amylia | 17: Malexia |
| 8: Podi | 18: Luxia |
| 9: Lexla | 19: Laryen |
| 10: Syrine | 20: Felinra |

MALE NAMES

- | | |
|---------------|--------------|
| 1: Venknhar | 11: Domody |
| 2: Narf | 12: Nort |
| 3: Bargo | 13: Marko |
| 4: Maladon | 14: Braxxen |
| 5: Luvis | 15: Baldwar |
| 6: Ratso | 16: Leaf |
| 7: Sarden | 17: Moak |
| 8: Bradwarden | 18: Grimibly |
| 9: Nogg | 19: Foddr |
| 10: Acris | 20: Garlos |

NPC PURPOSE

1. Foil the heroes at all costs.
2. Give heroes a difficult moral choice.
3. Mentor the heroes / prepare them for adventure.
4. Play on the heroes' sense of duty for their own gain.
5. Incompetent, makes heroes work harder.
6. Good-natured fool or rube.

WHAT COMMONERS WANT

1. Help with task that is far beyond them.
2. Just try to get by... maintain a simple life.
3. Feel important by being with important people, ie: heroes.
4. Avenge a wrong done to them.
5. Spread their "beliefs" to others.
6. Get by on as little work as possible.

WHAT THE POWERFUL DO

1. Lord over others.
2. Gain as much power as possible.
3. Be just and fair.
4. Fulfill every personal desire to the detriment of the others.
5. Act callous and uncaring, being cruel to commoners.
6. Prize wealth above everything.

HANDY BITS

LAIR CREATOR

LAIR LOCATION



ROLL 1D6

1. **Hidden in plain sight:** This could be under a town or secret rooms in a common location.
2. **A Haunted location:** Spirits or lost souls bound to it. The spirits can help or hinder depending on the actions of the heroes.
3. **Ruins:** A physically dangerous location: rotten or weak floors and crumbling walls.
4. **Far away:** Will require the heroes to travel some distance where they may have other encounters on the way.
5. **Magickal:** Bleeding stones or glowing orbs at a ritual site. Effects like healing / damage to those who interact with phenomena.
6. **Aberrant:** Truly bizarre / other worlds or planes.

LAIR ASPECTS



ROLL 1D6

1. **Obstacles:** Dizzy vertical areas or deep pits.
2. **Traps:** The enemies will lure heroes into traps and if that fails, try to physically push heroes into traps.
3. **Gross!** Areas such as slimy water, refuse, or rotten carrion.
4. **Boss habitat:** Humid, volcanic dragon cavern or an aquatic boss hiding in a half-submerged ruin. Boss uses environment.
5. **Magick chaos:** Spells harder or easier to cast and cause strange effects on spell failure.
6. **Puzzle:** Make puzzles that are fun and not frustrating. Give clues for lore rolls, make an alternate path so heroes do not get stuck.

BOSS MONSTER BUFFS



ROLL 1D6

1. **Mutation:** Poison bite, regeneration or grappling tongue.
2. **More Strikes:** A large specimen with more health. 5+ strikes.
3. **Another Attack:** The creature has extra claws, heads, or spines.
4. **Magick Resist:** One or more extra resistance dice.
5. **Weapon Resist:** Only harmed by enchanted weapons or a confirmed crit.
6. **Innate Magick Ability:** Boss gains a new magick ability with a cast roll of 3D6. Root in place, petrify, or fireballs!

HANDY BITS

MINIONS EVERYWHERE!

From the ubiquitous guardsman to the swarming goblin, minions are the disposable adversaries trying to thwart the heroes at every turn. They also serve to make heroes look and feel badass! Use them often and en masse. In EZD6, throwing lots of minions at the good guys is fast and easy.

MINIONS

Disposable squads of wimpy foes.

STRIKES TO-HIT

- One attack
- Simple or natural weapons
- Appear in numbers

1 3

Not all minions are created equal. Many teams of minions have a leader, alpha, or mutated member with boosts listed below.

Orcs -Boon to strength tasks

Bandits -Boon to stealth, always tries to attack with surprise

Crocodile -Boon to swimming and ambush attacks

Guardsman -Armor 4+ to hit

Ape -Boon to strength and climbing tasks.

Goblins -After a melee attack leap into cover if near

Morlock -Boon to ambush attacks

Cultists -Fanatics, boon to mental defense

Animated Skeletons -See listing (p. 59)

Wolves -Pack attack, if more than one wolf on a target then they crit on a 5+

Big cats -Boon to stealth and ambush attacks

Dreks -see listing (p. 66)

Thugs -Dirty fighting: as heroes approach in melee they get a free sneak attack

Rabble -untrained, their attacks hit on a 4+

HANDY BITS

PROBABILITY GENERATOR

Sometimes players will ask questions about a location like “are there any tools left in this mine” or “can we find something to wedge the door.” As the RR you can always say yes or no but it can be fun to leave it up to chance.

Have the asking player roll a number of dice after you decide the probability of the request. **If at least one 6 is rolled** then the players have found something.

If they fail they get nothing. Karma cannot be used on this roll but hero dice can.

SEARCHING/PROBABILITY ROLLS

LIKELY - 4D6

PROBABLY NOT - 2D6

LITTLE CHANCE - 1D6

As the Rabble Rouser, determining how many dice are rolled when searching for goodies becomes the key skill here for fairness and fun. Here are a few common factors...

LIKELY to find goodies in...

- Large urban centers or commonly used camps
- Well-traveled roads or trade routes
- Work camps, guard posts, or forts

PROBABLY NOT going to find goodies in...

- Ruins, rubble or burned out structures
- Abandoned places
- Lairs or nests of beasts

LITTLE CHANCE of finding goodies in...

- Remote wilderness
- Hard-to-reach places like deep caverns or high cliffs
- Secure spaces like jails or ramparts

EZ
D6

HERO NAME: _____

HERO PATH: _____

SPECIES: _____

HERO PATH BOONS:
HERO PATH FEATURES:

INCLINATIONS:

ASPECTS:

CIRCLE OF SORCERY:

EQUIPMENT:

KARMA:

**HERO
DIE**

WEALTH:

PAUPER CASH POOR MODERATE WEALTHY LORDLY WEALTH KINGLY WEALTH

HEALTH

(STRIKES UNTIL DEAD)

ARMOR

 **ROLL TO
IGNORE
1 STRIKE
WHEN HIT**

POTIONS:



WEAPONS:



SCROLLS:



EZ
D6

HERO NAME: _____

HERO PATH: _____

SPECIES: _____

HERO PATH BOONS: _____

HERO PATH FEATURES: _____

INCLINATIONS: _____

ASPECTS: _____

CIRCLE OF SORCERY: _____



EQUIPMENT: _____

HEALTH

(STRIKES UNTIL DEAD)

ARMOR



ROLL TO
IGNORE
1 STRIKE
WHEN HIT



POTIONS: _____

WEAPONS: _____



SCROLLS: _____

KARMA: _____

**HERO
DIE**



WEALTH: _____

PAUPER CASH POOR MODERATE WEALTHY LORDLY WEALTH KINGLY WEALTH

EZ
D6

HERO NAME: _____

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HERO PATH BOONS:
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CIRCLE OF SORCERY:

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**HERO
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PAUPER CASH POOR MODERATE WEALTHY LORDLY WEALTH KINGLY WEALTH

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(STRIKES UNTIL DEAD)

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D6

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INCLINATIONS: _____

ASPECTS: _____

CIRCLE OF SORCERY: _____



EQUIPMENT: _____

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(STRIKES UNTIL DEAD)

ARMOR



ROLL TO
IGNORE
1 STRIKE
WHEN HIT



POTIONS: _____



WEAPONS: _____



SCROLLS: _____

KARMA: _____

**HERO
DIE**



WEALTH: _____

PAUPER CASH POOR MODERATE WEALTHY LORDLY WEALTH KINGLY WEALTH

EZ D6

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