Brave

Tales of Sword and Sorcery



A tabletop role-playing game created by Alex Dzuricky

Welcome

You are not a superhero or a knight in shining armor who's gunna save the day. You aren't King Arthur or Gandalf. You are a low-down, dirty, scum-of-the-earth, bottom-of-the-barrel, thieving, reaving, grave-robbing, illiterate troglodyte. You deal in copper pennies and your gear is always breaking or being stolen. You're fragile and you'll let someone else take the fall whenever possible.

You are a knave.

…At least for now.

What is this?

KNAVE is a rules toolkit created by Ben Milton for running old school fantasy RPGs without classes. BRAVE is my personal modification of that. Miscellaneous minor and major tweaks have been introduced, in addition to rule modules to expand the game further.

This is a game for telling a fun adventurous story with your friends. There are rules and procedures to help you do that in a structured, challenging, and fair way, but the game ultimately relies on the imaginations of the players and the judgment of the referee.

How is this different from D&D?

It's lite on rules, not as epic as the high fantasy of modern D&D, and it's optimized for an old-school playstyle. This game is most similar to either 1974 Original D&D (the three little brown books) or the Basic D&D line that ran from 1977 to 1995. However, it incorporates many innovations of the "old-school renaissance" of game design, and does away with traditions like saving throws, most ability variables, class and "race," skills, proficiency, and so on.

How is this different from *Knave*?

For starters, there's a lot more here. There are procedures for different common adventure activities and many more items, and with the supplementary books, many monsters, many more spells, and just generally a greater potential for long-term, mid-to-high level play. Various houserules, changes of terminology, and minor edits can be found throughout, but a consistent theme is giving a bit more power and durability to player characters.

What do I need?

This game is played with paper and pencils, a standard set of gaming dice (d4, d6, d8, d10, d12, d20, and another d10 to roll % if need be), and as many supplementary materials as the referee likes (miniatures, music, a screen, handouts, etc.). Character sheets and other reference documents are available for free online and are included with a purchase of this game. This book contains everything needed to run a basic session of *Brave*, good for one-shots and low-level adventures. However, there are several other *Brave* books that can expand the game, all of them optional.

[WARNING: None of these books exist yet. They're all in varying states of development, which you can find on my blog, https://knightattheopera.blogspot.com/]

Brave: Songs of High Adventure provides everything you need to set up a long-term campaign and run mid-level adventures for characters who've survived the early game.

Brave: Legends of Mythic Deeds provides a lot of content to keep high-level players interested with world-shaping activities, and to keep a campaign going for many years.

You can also expand your game with these books:

- **Enchiridion of Fates and Fortunes** offers rules that add playable classes and species into the game with a deed-based system of character advancement.
- **Grimoire of Medicine and Magick** offers rules to expand on magic and rules for advanced rituals.
- **Catalogue of Trinkets and Treasures** expand on treasure, knave gear, and best of all, *magic* items.
- **Bestiary of Freaks and Fiends** offers a library of monsters and creatures to include in the game.
- **Brave: Underworld** offers everything you'll need for adventuring under the world's surface, in the mythic subterranean realms below.

Lastly, *Brave* remains highly compatible with other RPG products in the old-school tradition, and the Referee Guide includes some advice on converting material.

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The Basics

The most important rules are given here up front because they apply to nearly everything else in *Brave*. These constraints come up again and again as the core ingredients of your story and its challenges.

Abilities

Player Characters (PCs) have six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each ability is described by a number called its bonus, which are each added to checks in different circumstances.

- **Strength (STR):** Used for melee attacks and checks requiring physical power, e.g. lifting gates, bending bars.
- **Dexterity (DEX):** Used for checks requiring poise, speed, and reflexes, like dodging, climbing, sneaking, balancing, etc. PCs also have "handy slots" equal to DEX.
- **Constitution (CON):** Used for checks to resist poison, sickness, cold, etc. The Constitution bonus is added to healing rolls. A PC's number of item slots is always equal to their CON+10.
- **Intelligence (INT):** Used for checks requiring concentration and precision, such as wielding magic, resisting magical effects, knowing lore, crafting objects, tinkering with machinery, picking pockets, etc.
- **Wisdom (WIS):** Used for ranged attacks and checks requiring perception and intuition, such as tracking, navigating, searching for secret doors, detecting illusions, etc.
- **Charisma (CHA):** Used for checks to persuade, deceive, interrogate, intimidate, charm, provoke, etc. PCs also have follower slots equal to their Charisma, determining the total number of NPCs they may command.

Die Checks

If a character attempts something where the outcome is uncertain and failure has consequences, they must **check for success**, or **"check"** by rolling 1d20. To be successful, the total must be greater than or equal to the check's **"difficulty class" (DC)**, determined by the referee. Lower than that and they fail. If neither the rules nor the referee declares one, the assumed DC of most checks is 15.

If the check is opposed by another character, both parties will roll against each other with their relevant ability. This type of check is called an **opposed check** or sometimes a **contest**. In the case of a tie, the status quo is maintained.

Example: *A wizard casts a fireball spell at a goblin, who gets a check to avoid. This is resolved as an opposed check using the wizard's Intelligence versus the goblin's Dexterity. The goblin may roll plus their DEX bonus and the wizard may roll plus their INT. Whoever's is higher is successful.*

If there are factors that make a check significantly easier or harder, the referee may grant the roll **advantage** or **disadvantage**. If a roll has advantage, roll 2d20 and use the better of the two dice. If it has disadvantage, roll 2d20 and use the worse of the two dice. Advantage and disadvantage cancel each other out and are not cumulative.

Item Slots

One of the most important assets at an adventurer's disposal is their equipment. Most items, including spell books, potions, light weapons, tools and so on take up 1 **item slot**, but particularly heavy or bulky items like armor or medium to heavy weapons may take up more slots. Groups of small, identical items may be bundled into the same slot, at the referee's discretion. 100 coins can fit in a slot, as can 8 candles or a week's rations. As a general guideline, a slot holds around 5 pounds of weight. **Handy slots** are a type of item slot that can be accessed freely. It otherwise takes 1 urgent turn to retrieve an item.

Time

Time moves at the speed of narration and passes fully at the referee's discretion. There are a few common modes to frame the story, each suited to different activities. For fast-paced action there is **urgent** time, structured with initiative "rounds," measured in 6-second turns, and mostly used for combat. For moment-to-moment decisions, there is **active** time, measured in 10-minute turns, and mostly used for dungeon crawling and other inspections. For slower-yet-still-adventurous progress there is **steady** time, measured in 1-hour turns, and mostly used for wilderness exploration, urban activity, and perhaps warfare. Activity at a slower scale of **calendrical** time, such as 1-day turns or longer, is used for things like domain management, very long-distance travel, or downtime. The referee fluidly changes the timescale as they need.

To be filled in with something

Character Creation

1. Abilities

When creating a PC, roll 3d6 for each of their abilities, in order. The lowest of the three dice on each roll is that ability's bonus.

After you've finished rolling, you may optionally swap the bonuses of two abilities.

Example: *You roll a 2, 2, and 6 for Strength. The lowest die is a 2, so your PC's Strength has a bonus of +2. Repeat this process for the rest of the abilities.*

2. Equipment

PCs start with 2 rations and one weapon of their player's choice. Roll on the Starting Gear tables on the following page to determine starting armor and equipment. You can instead roll for a random spell if you forfeit any chance of armor, helmet, **and** shield.

Armor comes with an **armor class** ("AC") value. Note that value on your character sheet. If the PC is not wearing any armor, their AC is 10.

3. Other Stats

Roll 1d8 to determine your PC's starting and maximum hit points (HP). A PC's healing rate is 1d8+ Constitution bonus. Speed is 30 ft per turn for urgent time, 300 ft for active time, and 3 miles per hour for steady time. Your starting level ("L") is 1.

4. Details

Invent or roll the rest of your PC's traits using the random tables on the following page. You can come up with as much or as little as you like, but background and alignment tend to be the most useful to details to know. Talk to the referee about the languages you know based on their setting. Choose a gender and a name for your PC, but don't get too attached. It's a dangerous world out there.

5. Other Stuff

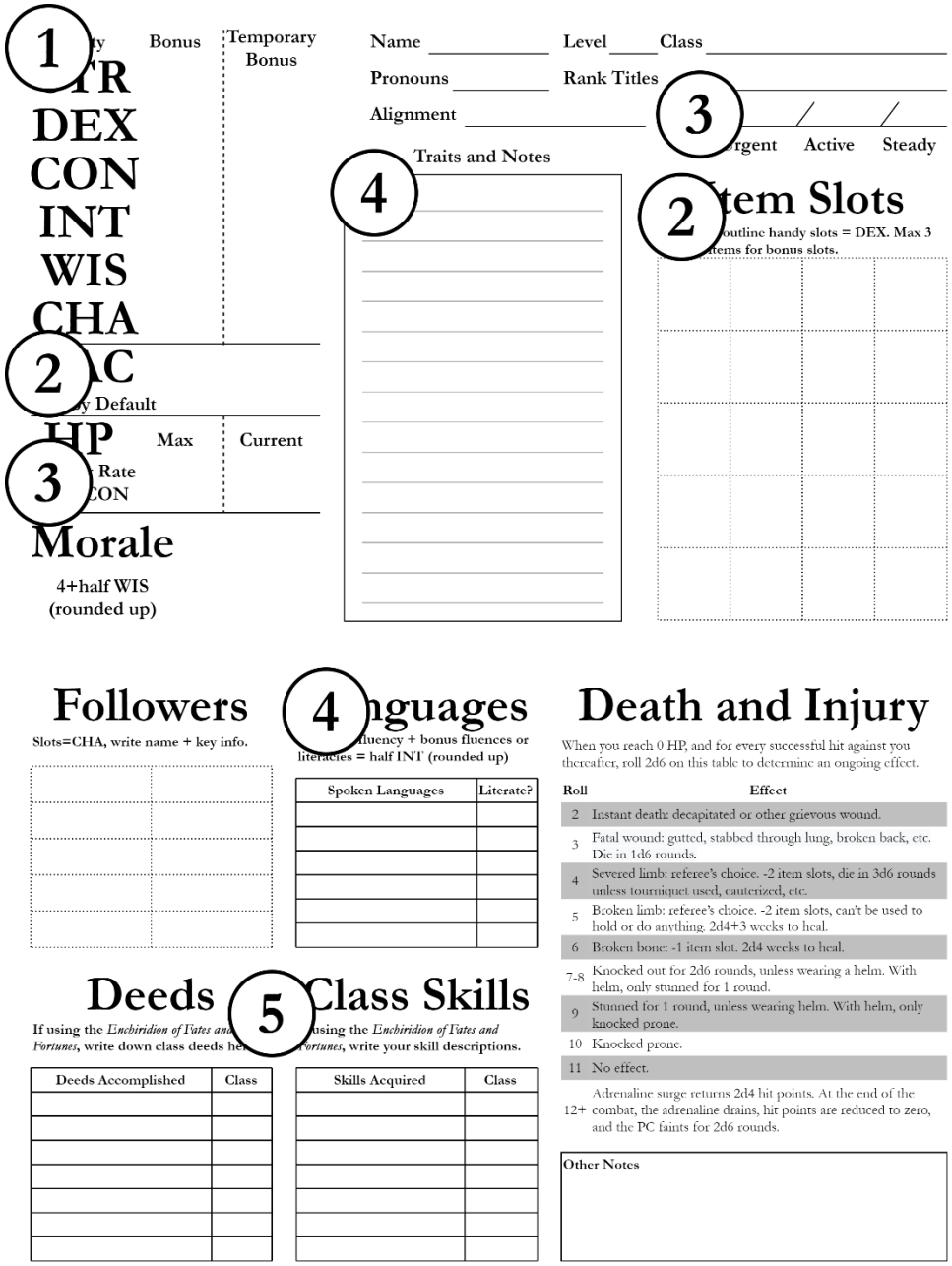
If you're joining a campaign in progress, the referee may allow you to roll 1d4 to determine your starting level instead. Advancement is explained in Appendix C on page 18.

If the referee is using content from the **Enchiridion of Fates and Fortunes**, there is additional character creation information to be found in that book.

Optional Rule: the Funnel

A **funnel** is a lethal adventure designed to introduce newer players to the lifestyle of a knave. Characters in this game are weak, but there's strength in numbers.

In this variant, the referee asks each player to create 2-4 characters to play as, each level 0. That means that when they reach 0 HP, they instantly die. These characters are basically an angry mob of peasants, but any of your characters who survive the funnel may then advance to level 1.



[The front and back of the character sheet is shown above]

Starting Gear

Armor

1-3:	4-14:	15-19:	20:
No armor	Gambeson	Brigandine	Chain

Helmets and Shields

1-13:	14-16:	17-19:	20:
None	Helmet	Shield	Helmet and Shield

Dungeoneering Gear

Roll twice on this table, and once on the following two.

1. Rope, 50ft	6. Crowbar	11. Ladder	16. Pole, 10ft
2. Pulleys	7. Tinderbox	12. Oil, flask	17. Tent
3. Candles, 4	8. Grap. hook	13. Padlock	18. Shovel
4. Chain, 10ft	9. Hammer	14. Manacles	19. Spikes, 5
5. Chalk	10. Waterskin	15. Mirror	20. Torches, 4

General Gear 1

1. Air bladder	6. Saw	11. Fish. rod	16. Net
2. Bear trap	7. Acid	12. Marbles	17. Tongs
3. Shovel	8. Caltrops	13. Glue	18. Lockpicks
4. Bellows	9. Chisel	14. Pick	19. Metal file
5. Grease	10. Drill	15. Hourglass	20. Nails, 10

General Gear 2

1. Incense	6. Bottle	11. Fake jewels	16. Face paint
2. Sponge	7. Soap	12. Blank book	17. Whistle
3. Lens	8. Spyglass	13. Card deck	18. Instrument
4. Perfume	9. Tar pot	14. Dice set	19. Quill & Ink
5. Horn	10. Twine	15. Cook pots	20. Small bell

Traits

Physique

1. Athletic	6. Hulking	11. Short	16. Stout
2. Brawny	7. Lanky	12. Sinewy	17. Tiny
3. Corpulent	8. Ripped	13. Slender	18. Towering
4. Delicate	9. Rugged	14. Flabby	19. Willowy
5. Gaunt	10. Scrawny	15. Statuesque	20. Wiry

Face

1. Bloated	6. Elongated	11. Impish	16. Sharp
2. Blunt	7. Patrician	12. Narrow	17. Soft
3. Bony	8. Pinched	13. Ratlike	18. Square
4. Chiseled	9. Hawkish	14. Round	19. Wide
5. Delicate	10. Broken	15. Sunken	20. Wolfish

Skin

1. Battle Scar	6. Oily	11. Reeking	16. Sunburned
2. Birthmark	7. Pale	12. Tattooed	17. Tanned
3. Burn Scar	8. Perfect	13. Rosy	18. War Paint
4. Dark	9. Pierced	14. Rough	19. Weathered
5. Makeup	10. Pockmarked	15. Sallow	20. Whip Scar

Hair

1. Bald	6. Disheveled	11. Limp	16. Ponytail
2. Braided	7. Dreadlocks	12. Long	17. Silky
3. Bristly	8. Filthy	13. Luxurious	18. Topknot
4. Cropped	9. Frizzy	14. Mohawk	19. Wavy
5. Curly	10. Greased	15. Oily	20. Wispy

Clothing

1. Antique	6. Elegant	11. Foreign	16. Patched
2. Bloody	7. Fashionable	12. Frayed	17. Perfumed
3. Ceremonial	8. Filthy	13. Frumpy	18. Rancid
4. Decorated	9. Flamboyant	14. Livery	19. Torn
5. Eccentric	10. Stained	15. Oversized	20. Undersized

Virtue

1. Ambitious	6. Disciplined	11. Honorable	16. Merciful
2. Cautious	7. Focused	12. Humble	17. Righteous
3. Courageous	8. Generous	13. Idealistic	18. Serene
4. Courteous	9. Gregarious	14. Just	19. Stoic
5. Curious	10. Honest	15. Loyal	20. Tolerant

Vice

1. Aggressive	6. Deceitful	11. Lazy	16. Suspicious
2. Arrogant	7. Flippant	12. Nervous	17. Vain
3. Bitter	8. Gluttonous	13. Prejudiced	18. Vengeful
4. Cowardly	9. Greedy	14. Reckless	19. Wasteful
5. Cruel	10. Irritable	15. Rude	20. Whiny

Speech

1. Blunt	6. Droning	11. Mumbling	16. Dialect
2. Booming	7. Flowery	12. Precise	17. Slow
3. Breathy	8. Formal	13. Quaint	18. Squeaky
4. Cryptic	9. Gravelly	14. Rambling	19. Stuttering
5. Drawling	10. Hoarse	15. Rapid-fire	20. Whispery

Background

1. Apothecary	6. Clergy	11. Mariner	16. Pickpocket
2. Beggar	7. Cook	12. Mercenary	17. Rat catcher
3. Butcher	8. Gambler	13. Merchant	18. Smuggler
4. Burglar	9. Herbalist	14. Outlaw	19. Student
5. Charlatan	10. Magician	15. Performer	20. Tracker

Misfortunes

1. Abandoned	6. Defrauded	11. Framed	16. Pursued
2. Addicted	7. Demoted	12. Haunted	17. Rejected
3. Blackmailed	8. Discredited	13. Kidnapped	18. Replaced
4. Condemned	9. Disowned	14. Mutilated	19. Robbed
5. Cursed	10. Exiled	15. Poor	20. Suspected

Alignment

1-6:	7-14:	15-20:
Law	Neutrality	Chaos

Knave Gear

Most stuff is stored in item slots, an abstraction of weight, space, and wieldiness. All prices are in copper pieces (cp), but coins also exist in silver (1 sp = 10 cp) and gold (1 gp = 100 cp). Electrum is an old, exotic material equal in value to copper but found and used only in the Underworld. If shopping in a settlement, villages only sell items below 100 and towns only sell items below 1000. Markets for trade goods (food, textiles, fuel, etc.) are open daily in cities and weekly elsewhere.

Tools

Each of these takes up 1 slot and can be bought in most markets.

Abacus	20
Air bladder	5
Bear trap	20
Bedroll	10
Bell (small, brass)	20
Bellows	10
Block and Tackle	30
Book (Blank)	300
Book (Reading)	600
Bottle/Vial	1
Caltrops/Marbles (Ud6)	10
Censer	100
Chain (10 ft)	10
Chalk (Ud8)	1
Chisel	5
Cookpots	10
Crowbar	10
Drill	10
Face paint/Makeup (Ud8)	10
Fishing rod/tackle	10
Gaming set (backgammon, chess, dice, knucklebones, cards, rithmomachy, etc.)	10
Glue (Ud8)	1
Grappling hook	10
Grease (Ud6)	1
Hammer	10
Holy symbol (wood)	20
Holy water (Ud6)	25
Horn	10
Hourglass	300
Incense (Ud6)	10
Instrument (cheap: drum, flute, horn, shawm, etc.)	50
Instrument (expensive: lute, dulcimer, lyre, viol, etc.)	200
Iron tongs	10
Ladder (10 ft)	10
Lens (magnifying)	100
Luring chemical (Ud6)	100
Manacles	10
Metal file	5
Mirror (small, silver)	200
Nails, 10 (10 in a slot)	5
Net	10
Oil (Ud6, flask)	1
Oilskin trousers	10
Padlock and Key	20
Paper (10 in a slot)	2
Perfume (Ud8)	50
Pick	10
Pole (10ft)	5
Prosthetic, small (nose, eye)	20
Prosthetic, large (limb, jaw)	100
Quill and Ink (Ud12)	1
Rope (50ft)	10
Saw	10
Scale (Merchant's)	50
Shovel	10
Signet ring	50
Soap	1
Spike (iron, 5 in a slot)	5
Spike (wood, 5 in a slot)	1
Spiked boots	5
Sponge, large	5
Spyglass	1000
Tar (Pot)	10
Tent (3 people)	100
Tent (personal)	50
Twine (300 ft)	5
Warding chemical (Ud6)	100
Waterskin	5
Wax (Ud10, sealing)	5
Whistle	5

Light

Handheld light casts bright light for 5', dim light for another 5', and lasts 1 hour.

Candle (8 in a slot)	1
Lantern (protects candle, may share its item slot)	30
Torch (4 in a slot, smelly + creates smoke)	1

Storage Items

Characters can use 3 "storage items" to gain bonus slots.

Sack, basket, utility belt, bucket, etc. (+1 slot)	10
Backpack (+2 slots)	30
Oilskin (waterproof)	+10

Armor

Shield (AC +1, 1 slot, 2 quality)	40
Helmet (AC +1, 1 slot, 1 quality)	40
Gambeson (AC 12, 1 slot, 3 quality)	60
Brigandine (AC 13, 2 slots, 4 quality)	500
Chain (AC 14, 3 slots, 5 quality)	1200
Half Plate (AC 15, 4 slots, 6 quality)	4000
Full Plate (AC 16, 5 slots, 7 quality)	8000

Weapons

Dagger, Cudgel, Sickle, Staff, etc. (d6 damage, 1 slot, 1 hand, 3 quality)	5
Spear, Sword, Mace, Axe, Flail, etc. (d8 damage, 2 slots, 1 hand, 3 quality)	10
Halberd, War Hammer, Great Sword, Battle Axe, etc. (d10 damage, 3 slots, 2 hands, 3 quality)	20
Sling (d4 damage, 1 slot, 1 hand, 50 ft, 3 quality)	5
Bow (d6 damage, 2 slots, 2 hands, 200 ft, 3 quality)	15
Crossbow (d8 damage, 3 slots, 2 hands, 100 ft, 3Q)	60
Ammunition (Ud8)	5
Specialized Weapon (lance, net, battering ram, etc.) ask the referee	
Special Coating (venom, silver, stygium) 100 cp/slot coated	

Gunpowder

This rare substance is uncommon in the Overworld. Firearms require ammunition *and* a powder horn in your inventory, and damage armor for 1 quality on a hit.

Pistol (d10 damage, 1 slot, 1 hand, 30 ft, 3 quality)	150
Arquebus (d12 damage, 2 slots, 2 hands, 200 ft, 3Q)	300
Musket (d20 damage, 3 slots, 2 hands, 300 ft, 3Q)	500
Bomb (splash 5', 1 slot, 1 hand, 60 ft, DEX avoid) *Alchemical:* 1d4 damage each turn, reroll DEX each round *Fire:* 2d8 damage, ignites stuff *Smoke:* no DEX, just heavily obscures for 1d4 rounds	100-300
Powder Horn (1 slot, 3d8 damage if shot, splash 10', DEX to halve damage)	150

Potables

Up to 4 in a slot for each kind. Poisons may allow a CON check.

Booze HP+1/WIS-1	1
Venus philter CHA+1/INT-1	10
Samson juice STR+1/INT-1	10
Elf serum INT+1/CHA-1	10
Troll oil AC+1/DEX-2	20
Yorick balm CHA+2/HP-2	30
Opium HP+2/WIS-4	50
Toxin disadvantage on all checks for 1d4 hours	25
Sedative sleep for 1d4 hours	30
Antitoxin cures toxin	50
Iocane Powder 4d8 damage	50
Tonic removes 1 exhaustion	50
Elixir cures all potable effects	75
Venom: coated on weapons. +1d4 damage to next Ud8 hits.	

Black Market

"Black market" goods vary by area but are only available at specialist shops. Prices listed "+X" are added to the item's base price.

Fenced goods: 1-in-6 chance they have it, 10% cheaper price

Fake item: 20% base price	
Disguised weapon	+15
Contraband (weapons, venom, potables, etc.)	+20 per unit
Banned book/art	+200
Street surgery	15
Acid (Ud6, flask)	25
Fake jewels	50
Human organ	50-200
Forgery/fake credential	50-300
Loaded dice/cards	75
Lockpicks (Ud8)	100
Poached goods (tusks, skins, horns, etc.)	100-500
Disguise kit	200
Monster eggs	300/HD
Building floorplans	500-3000

Goods & Services

A knave with a steady way of making a living can earn 2d4 copper each week of downtime but can also roll INT once each week to roll another d4.

Anything bought at market has a sales tax attached, already included in all listed prices. Towns and cities often hold annual trade fairs, during which all items are 10% cheaper and rare goods are found but an entrance fee of 1d4 × 10 copper is charged.

Haggling is usually frowned upon except with specialist vendors. Nearly anything priced at 1000+ takes 1d4 weeks to make/secure, being a hefty purchase. Districts have daily buying and selling caps to represent the limits of how much activity the local economy can handle from one character shopping at market.

Artisan Kits

Each of these takes up 3 slots and include everything needed to perform a specific skill or occupation (for the working knave).

Alchemist's supplies	500
Barber/Surgeon's tools	50
Brewer's supplies	200
Calligrapher's supplies	100
Carpenter's tools	80
Cartographer's tools	100
Climber's gear	50
Cobbler's tools	50
Cook's utensils	10
Glassblower's tools	300
Herbalism kit	50
Jeweler's tools	200
Leatherworker's tools	50
Mason's tools	100
Painter's supplies	100
Potter's tools	100
Prospector's kit	50
Smith's tools	200
Surveyor equipment	100
Tinker's tools	50
Torturer's implements	100
Weaver's tools	10
Woodcarver's tools	10
Gunsmith's tools	500

Animals

For mounts, riders always take 15 slots

Camel (20 slots, 7 morale)	2000
Chicken	1
Cow	100
Dog, hunting	50
Dog, small but vicious	20
Donkey/mule (30 slots, 5 morale)	300
Elephant (90 slots, 5 morale)	50,000
Goat	10
Hawk	1000
Horse (20 slots, 5 morale)	1000
Horse, war (30 slots, 9 morale)	10,000
Ox	300
Pig	30
Sheep	15
Saddlebags (+10 slots on animal)	50

Barding: ×4 base armor price

Clothing

Clothing doesn't occupy item slots, but how you dress may still be important.

Poor	10
Standard	50
Noble	3000
Furs	5000
Winter	100
Fabulous hat	50

Foodstuffs

Travel rations (1 day)	5
Animal feed (1 day)	2

Up to 1 weeks' worth in a slot

Bacon, side of	10
Bread, 1 loaf	1
Cheese, 1 lb	2
Cider, 4 gallons	1
Cod, whole	20
Eggs, 24	1
Flour, 5 lbs	1
Fruit, 1 lb	1
Garlic, bunch	1
Grain, 1 bushel (8 gal.)	4
Herbs, 1 bunch	1
Lard, 5 lbs	1
Onions, 1 bushel	8
Salt, 1 bushel	3
Spices, 1 lb	100
Sugar, 1 lb	12
Wolfsbane, belladonna, holly, mistletoe, mandrake, etc. 1 lb	20

Lodging

Bed, per night	1
Private room, per night	2
Meal	2
Hot bath	2
Stabling and fodder	2

Assume a living expense of 3 cp every day. Keep track of any debt this could incur.

Transport

For vehicles, riders always take 15 slots

Cart (10 slots, needs a work animal)	50
Wagon (40 slots, requires at least one work animal)	120
Carriage (80 slots, needs at least two work animals)	320
Raft (40 slots)	50
Fishing boat (80 slots)	500
Passage over sea (per mile)	1
Passage over land (per mile)	3
Passage under land (per mile)	9
Map (24-mile area in detail)	1000
Map (undetailed)	(Length in miles + width in miles) × 20 cp
Itinerary (per mile)	1
Compass	200
Road or gate toll: 1 if citizen, 10 if foreign	

Followers

Noncombat hirelings (price is per day)

Torchbearer	1
Servant (carries, cleans, assists, etc.)	2
Scribe	2
Herald	2
Scout	3
Chaplain	3
Traveling minstrel	4
Driver or teamster	8
Interpreter	10
Trail guide	10

Combat hireling (price is per HD per day)

Ranged weapon user	3
Melee weapon user	6
Sapper: can use bombs/siege engines	3
Mounted	+6
Heavily Armored	+2

Knave henchman: % of treasure earned = % of group's total levels/HD they have

Other Services

Crafting Commission: 10 + (price of something similar) + (2 per assistant used)

Armor/weapons of rare material: ×5 the base price, specialist smiths only.

Messenger (per mile)	2
Spicy gossip	2
Private guard (per day)	3
Bribe	5-50
Scholar, expert, or appraiser	6
Moneylender (annual interest)	1d6 × 10%
Prostitute	20-100
Spy/Private eye	20-100
Barber-Surgeon	25
Fortune teller	25
Portrait or song	100-1000

Assassination: d20 × d6 × target HD × 10

Rules for Adventure

Usage Dice

Consumable items that are tricky to measure are listed with the notation **UdX**. The Ud stands for **Usage Die**, and the "X" is a number indicating what size die it is. When that item is used its Usage Die should be rolled. If the result is 1-2 then the Usage Die is downgraded to the next smallest die in the following chain.

Ud20 > Ud12 > Ud10 > Ud8 > Ud6 > Ud4

When you roll a 1-2 on a d4, the item is expended and the character has no more of it left.

Items with a Usage Die can pack into one slot. All arrows, all chalk, all marbles, etc. fit in one slot each (up to Ud20). When buying more of these items, you pay only half price to restore it to its original die size, but then full price for each die size above that.

Ammunition uses a Usage Die but is only rolled for **once**, at the end of any battle where you fired at least one shot.

Senses and Obscurity

Your senses can be impaired by levels of **obscurity**. An area that's **lightly obscured** may impose disadvantage on checks requiring the relevant sense, such as stinky debris for smell and muffled ground or loud ambiance for hearing. An area that's **heavily obscured** makes these checks impossible. For vision, dim lighting (such as under foliage or at dusk) is a light obscurity, while darkness is heavy obscurity. Darkness also imposes disadvantage on attack rolls.

All sources of handheld light cast bright light in a 5-foot radius and then dim light for another 5 feet beyond that. Using a torch, candle, lantern, etc. requires a free hand. If you don't want to keep a strict record of light supply, the referee may allow you to roll 1d6 each active turn, expending 1 hour of light on a result of 1.

Exhaustion

Certain effects tire you out. One level of **exhaustion** occupies an item slot. Enough levels may force you to drop items! The easiest way to not abandon them is to stop and rest. One level of exhaustion can be removed after 8 hours of mostly uninterrupted rest. If your exhaustion exceeds your CON, you pass out until rested enough to recover from those excess levels. If your exhaustion exceeds your CON+4, you must roll CON (DC 15) every 8 hours or die.

A character who goes 24 hours without eating gains one level of exhaustion. If they don't drink, they gain 3 levels. An ally can help feed your unconscious ass, but without outside help, you may take too long to sleep off your exhaustion and starve to death.

Sleep and Healing

After a full night's rest (8 hours of sleep, max 1/day), PCs regain lost hit points equal to Ld8 plus their Constitution bonus, where L is their current level. If this results in spillover HP, one extra level of exhaustion may be removed.

Potent Potables

Characters can get intoxicated to temporarily adjust their stats. A character drinking alcohol loses an amount of WIS *and* gains HP equal to Xd4 - CON, where X is the number of drinks they have. If they reach 0 WIS, they become poisoned and have disadvantage on all checks. Every point of negative WIS incurred also gains one level of exhaustion. Characters sober at a rate of 1 hour/WIS point regained/bonus HP lost. If sobering up and losing bonus HP reduces your HP below 0, you pass out and gain exhaustion.

Example: *You drink 3 bottles of ale and have a +2 CON bonus. You roll 3d4 and get 1, 1, and 4. 1+1+4-2 = 4. You gain 4 HP and subtract 4 from your WIS. By the time it's been 4 hours, your WIS will be back to normal and your HP will have gone down by 4.*

These mechanics can apply to other potables as well! While "pure" potions and poisons exist, many consumable items instead have a tradeoff. Different items that affect the same stats will stack. Potables with this tradeoff are usually listed with the notation of "stat gained/stat lost" with their ratio.

Example: *Alcohol is listed as: HP+1/WIS-1. This means that for every temporary hit point gained, a point of Wisdom is lost.*

Reactions

When the PCs encounter an NPC or monster whose reaction to the party is not obvious, the referee may roll 2d6 and consult the following table.

2 or less	3-5	6-8	9-11	12 or more
Hostile	*Unfriendly*	*Unsure*	*Talkative*	*Helpful*

This number is the NPC's **disposition** towards the PCs. Modifiers may apply. For example, matching alignments could grant +2, but having no common languages might impose -4. Significant actions can change disposition over time, including successful Charisma checks.

Language and Lore

Knaves begin fluent in one native language + bonus language fluencies/literacies = to half their Intelligence (rounded up). Points are spent to either gain verbal fluency or to gain literacy, one at a time. If INT increases from leveling up, 2d4 weeks of downtime must be spent studying a language to learn it (again, either verbally or literate).

Characters who speak **related** languages can communicate but still have a -2 on disposition and cannot be affected by verbal Charisma checks. Reading a **related** text will leave gaps or multiple interpretations. The referee should make a list of languages used in their setting and their relations.

INT checks can retroactively determine lore that PCs know already if their level of familiarity isn't obvious. Further checks can be made with access to research materials to learn new lore, usually during steady or calendrical time.

Item Quality

Weapons and armor have **quality** ("Q"), measuring how worn out they are. They lose quality from being crushed, corroded, warped, and so on. Quality is most commonly degraded by critical hits and fumbles. At 0Q, the item is destroyed. Each point of quality costs 10% of the item's cost to repair. Some items may have additional effects:

- **Fragile** (wood, bronze, cold iron, starmetal) weapons lose 1Q when maximum damage is rolled while fragile armor loses 1Q when hit by a die of max damage.
- **Rubbish** (bone, rust, glass, improvised gear) weapons always lose 1Q on a hit while rubbish armor always loses 1Q when hit.

Followers

Adventuring characters have **follower slots** equal to their Charisma, determining the total number of NPCs they may command. Followers will accompany their boss and carry out orders to the best of their ability. The player can broadly control the NPC as their own, although the referee may still speak for them or possibly overrule an action. Any NPC can be made a follower if convinced. However, free long-term service isn't easy to inspire.

The most common followers are **hirelings** who must be paid daily for their service and can be recruited in settlements. Most are assistants who are **level 0**, meaning they won't join in combat, they have 1d8 HP, and they die instantly at 0 HP. They'll need protection and will flee if harmed regardless of pay. Other hirelings are combatants controlled in combat by a PC. A hireling's ability bonuses are 1d6 in each ability used for their main skill (e.g. WIS for an archer, CHA for a herald), and just 1 in all others.

Henchmen are a special type of follower who are more loyal to the PCs. They're usually low-level knaves recruited in a settlement, but they have the potential to level up and be upgraded to PCs if they earn a place in the party. They're usually paid a cut of any treasure the party acquires. The referee should create potential henchmen using the same rules as knaves and have a few unique characters ready to pull out when needed. PCs cannot command a henchman of greater level than themselves.

Recruiting Followers

To recruit hirelings and henchmen, the PC declares the type they're seeking and on a successful DC 10 CHA check (1 hour long), they find a willing and able NPC. If they fail, they must wait a week before they can attempt to recruit that type of follower in that district again. When attempting to recruit combatant hirelings, the PCs choose which traits they're looking for. Any who answer the call have 1d4 HD.

The DC may increase if the PCs have earned a poor reputation for how they treat followers. PCs can also leave a job posting up for a day or longer. By default, 1d6 NPCs will answer the listing per week.

Players may also ask for services not on the list and are free to recruit an NPC they meet into a hireling for pay. It's also not uncommon for desperate NPCs stuck in a crisis with the party to become temporary followers.

Alignment

Alignment is a tool that some referees and players like to incorporate which can inform roleplaying decisions and perspectives. To what degree alignment affects the game world is at the referee's discretion, but it often manifests in one or more of the following ways:

Alignment can characterize an **individual's personality and ethos**. Those of shared alignment will likely think in the same way, but that doesn't necessarily mean that they'll agree on "right and wrong."

- A lawful character would be one who values rules, structure, and consistency.
- A chaotic character would value freedom, change, and the unexpected.
- A neutral character is usually conflict-averse and non-committal to abstract ideals.

Alignment could instead characterize a **society's structure and values**. Not all societies of a shared alignment are quite the same, but they do tend to ally together and reinforce similar lifestyles.

- Lawful societies rely on the social contract combined with strict hierarchies, such as feudalism, caste systems, and religious stratification. Common values are traditions, oaths, self-restraint, duty, and heteronormativity. Power is legitimized by norms like divine right, blood right, or rigidly defined political mechanisms.
- Chaotic societies rely on "might makes right." There probably aren't civic duties or public services (such as taxes), but there's often lots of threats and extortion. The way to improve one's station is by strength or cunning. Common values are rewards and self-interest, adventurism, establishing fear or respect, and indulgence. Hierarchies of strength can naturally emerge but there's no "illegitimate" way to gain power. If you disapprove of a coup d'état then just pull your own!
- Neutral societies rely on the natural balance of the universe, kept alive by the efforts of mortals. The only thing inherently deserving of respect is the Earth itself, and worldly aspirations are short-sighted. Common values are communalism, practicality, outdoor living, and nomadism. If there are any leaders at all, they tend to be elders or druids. Neutral societies almost never start wars, but their practices can still conflict with the interests of others.

Alignment could also characterize the **landscape of the cosmic powers**. The great powers that be are divided among competing factions who use the world and its inhabitants as their playing field. While these factions often embody certain attitudes and values, an individual mortal's allegiance to one is less often a choice and more often a matter of destiny, chance, or opportunity.

- The forces of Law congregate in the Heavens and dictate great designs and destinies to their subjects. Saints, angels, blessed warriors, and the faithful dead comprise the armies of Law, but they're often vulnerable to Stygium, a red metal that forms in the banks of the River Styx.
- The forces of Chaos congregate in the Underworld and disrupt these designs for personal interests. Demons, archdevils, cursed warriors, and most undead comprise the armies of Chaos, but they're often vulnerable to Silver, a shiny metal traded for its value among mortalkind.
- Neutral forces are often said to be aligned with the Earth itself, and work to preserve the natural order in the face of the Aberrant. Magical hubris, robotics, and interdimensional rifts are all seen as disruptions to the world's stability. Elementals, the fair folk, people of the land, and wild animals comprise the armies of Neutrality, but they're often vulnerable to Cold Iron, the raw and unprocessed form that iron takes when it's fresh from the earth. It has, however, been found that the Aberrant is often vulnerable to Starmetal, which comes from outer space and other dimensions.

Anywhere in the rules that alignment is mentioned is 100% optional to use and can be interpreted in a range of ways. For example, a referee that includes "individual alignment" can reinforce that by having alignment differences modify disposition rolls. A referee with "societal alignment" will customize settlements by alignment patterns and design factions with alignment in mind. A referee with "cosmic alignment" might categorize magic spells by alignment, use alignment-based monsters, and include the classes in the **Enchiridion of Fates and Fortunes** with alignment ties, like knights, assassins, and rangers.

It's a flexible concept that can sometimes help players get into the mindset of their character better and sometimes help referees to sculpt the conflicts and powers of their world. Nonetheless, feel free to adapt, replace, or ignore it entirely!

Combat

At the start of each **urgent** round, determine initiative by rolling a d6. On a 1-3, the NPCs will act first. On a 4-6, the PCs will act first. Reroll initiative each round.

On their turn, a character may move their speed (usually 30 ft) and take up to one combat action. This action may be casting a spell, making a second move, making an attack, attempting a stunt, or any other action deemed reasonable by the referee. Swapping items with something stored in a handy slot is free, but retrieving any other item is an action.

Melee weapons can strike adjacent foes and ranged weapons can targets foes far away, but ranged weapons cannot be used if the shooting character is engaged in melee combat. To make an attack, roll a d20 and add the character's Strength or Wisdom bonus, depending on whether they are using a melee or ranged weapon, respectively. If the attack total is **greater than or equal to** the defender's armor class (AC), the attack hits. If not, the attack misses. If a PC is not wearing any armor, their AC is 10.

On a hit, the attacker rolls their weapon's damage die to determine how many **Hit Points** (HP) the defender loses. Damage can be modified if a certain strike was appropriate. For example, blunt weapons double their damage against a skeleton, while piercing weapons may halve their damage.

Advantage in Combat

Characters can gain advantage in combat by attacking a target that is unaware, on lower ground, off balance, disarmed, distracted, or tactically disadvantaged in any significant way. The referee, as usual, has the final say.

When a character has advantage against an opponent on their combat turn, they may either apply advantage to their attack roll/stunt against that opponent **or** make an attack **and** a stunt attempt in the same round against that opponent, without advantage. Characters may incur disadvantage by attacking a target behind cover, amid darkness, beyond the normal distance of their ranged weapon, etc.

Characters "dual-wielding" weapons make only one attack but may choose to take disadvantage on their attack to then roll damage for both weapons.

Death and Injury

When a character reaches 0 HP, they suffer major trauma or death. Roll 2d6 on the following table to determine an ongoing effect. Each time they are hit thereafter, they roll again on the table. "Negative HP" is not tracked. As soon as a character receives healing, they again function as normal, with positive HP equal to the amount they healed. No roll is made if the attacker declares their damage to be "nonlethal" before they hit, allowing for some mercy.

Roll	Effect
2	**Instant death:** decapitated or other grievous wound.
3	**Fatal wound:** gutted, stabbed through lung, broken back, etc. Die in 1d6 rounds.
4	**Severed limb:** referee's choice. -2 item slots, die in 3d6 rounds unless tourniquet used, cauterized, etc.
5	**Broken limb:** referee's choice. -2 item slots, can't be used to hold or do anything. 2d4+3 weeks to heal.
6	**Broken bone:** -1 item slot. 2d4 weeks to heal.
7-8	**Knocked out** for 2d6 rounds, unless wearing a helm. With helm, only stunned for 1 round.
9	**Stunned** for 1 round, unless wearing helm. With helm, only knocked prone.
10	**Knocked prone.**
11	**No effect.**
12+	**Adrenaline surge** returns 2d4 hit points. At the end of the combat, the adrenaline drains, hit points are reduced to zero, and the PC faints for 2d6 rounds.

Depending on the circumstances, the referee may determine another effect that makes more sense, e.g. an injury from an acidic ooze monster probably won't break bones.

When a knave dies, players should roll a new PC and rejoin the party as soon as possible. The referee may allow minor characters to simply die at 0 HP, but probably not anyone with levels. Characters can also die instantly if a single attack deals damage equal to their maximum HP.

Some miscellaneous combat rules include:

Stunts, Critical Hits, and Fumbles

Stunts are combat maneuvers such as stunning, shoving, disarming, tripping, sundering armor, and so on. They are resolved with an opposed check. They may not cause damage directly, but may do so indirectly (for example, pushing an enemy off of a ledge). The referee is the final arbiter as to what stunts can be attempted in a given situation.

During a successful attack roll, if the attacker rolls a natural 20 (a **critical hit**), the defender's armor loses 1 point of quality and they take an additional die of damage (of the weapon's type). If the attacker rolls a natural 1 (a **critical fumble**), the attacker's weapon loses 1 point of quality.

Morale

Monsters and NPCs all have a morale rating, usually between 5 and 9. When they face more danger than they were expecting, the referee will make a **morale roll** by rolling 2d6 and comparing the result to the NPC's morale rating. If it's higher than the rating, the NPC will attempt to flee, retreat, or parley. Morale rolls can be triggered by defeating half of an enemy group, defeating a group's leader, reducing a lone enemy to half HP, or at the referee's discretion.

Followers make morale rolls when they aren't paid, their employer dies, or they face traumatic danger. Morale may be improved by paying them more and treating them well.

The referee may use morale for a fear effect, especially if the PCs are targeted by a spell. In this case, a PC's morale rating is 4 + half their Wisdom (rounded up).

Mounts

A mounted character moves with their mount's speed but otherwise acts normally. Against foes on the ground, they have both +2 AC and +2 on attack rolls. Foes attacking them must designate if they're aiming for the mount or the rider. Riders can use their action to have their mount attack but must roll DEX not to fall off if the mount isn't combat trained. Mounts roll morale whenever hit or spooked.

Conditions

Certain effects can inhibit you in ways other than reducing HP. The referee applies and interprets these as they prefer, but some common conditions are listed here.

- **Stunned:** cannot move or take any actions. Attacks against you have advantage.
- **Prone:** move at half speed + disadvantage on melee attacks + melee attacks have advantage against you while ranged attack have disadvantage. Takes ½ movement speed to stand up.
- **Poisoned:** disadvantage on all checks and attacks.
- **Restrained:** cannot move + attacks against you have advantage. STR to break free, STR contest if grappled.
- **Charmed:** cannot harm the charmer + charmer has advantage on CHA checks + disposition increases.

Cohorts

[This page is taken from the second core rulebook for *Brave* which is currently in early development, called *Songs of High Adventure*. It's part of a series of rules and systems for various **domain assets**, such as **buildings**, **retainers**, and **enterprises**. This is first section I've got (mostly) done and have playtested, both for PCs and NPCs. I've also begun incorporating these mechanics into the classes from the *Enchiridion of Fates and Fortunes*, so it felt appropriate to include this early version here. This system was designed for both theatre-of-the-mind play as well as miniature + grid combat, hopefully.]

Cohorts

A cohort is a special type of follower in the form of a group of NPCs working together. It is logistically cumbersome for the referee to run 10+ NPCs every turn of combat or in a dungeon, so cohorts are used to abstract large groups of people. The most common task cohorts are used for is combat, but they can engage in any kind of group task they're collectively capable of. From resource collection and rapid construction work to sailing and arming a galleon to cleaning out a manor of its valuables.

Commanding a Cohort

Commanding a cohort uses all of one's follower slots, but also requires a minimum CHA bonus and character level (based on size class). Multiple characters may combine their total levels to co-command a cohort, but they still must all have the required CHA bonus and also fill all their follower slots. Cohorts can grow and shrink in size and power, but they typically require upkeep pay each month to cover their living expenses and loyalty (unless otherwise secured on a permanent basis) or else they'll disband. They may also disband if their commander dies or abandons them, unless they are quickly replaced.

Other questions of command should be resolved on a case-by-case basis. If their commander is unconscious and they have no orders, how will they behave? Can there be infighting? Favoritism of different co-commanders? Can there be a point where they no longer support their commander? It just depends on what makes sense.

How Cohorts Work

Members of a cohort are functionally identical, with shared stats and special qualities. They are based on one common set of stats that defines a typical member, taking the average level of all members. When in formation, they act as if they were one character, though with broader possibilities. They roll Ld8 to determine their maximum HP, recover HP just like a PC, and gain levels collectively just like a PC. A cohort has CON+10 item slots for common equipment. Cohorts are defined by **size class**, affected as follows:

Size Class	Small	Medium	Large
People (avg.)	10-25 (15)	25-100 (60)	100-400 (250)
Level required	6	9	12
CHA required	3+	5+	7+
Formation Area	10'-25'	25'-50'	50'-100'
Assembly time	1 week	1 month	4 months
Assembly cost	500 cp	2,000 cp	8,000 cp
Upkeep (cp)	1d8 × 100	2d8 × 200	3d8 × 300
Cost to equip	Item ×15	Item ×60	Item ×250

Cohorts range in size from 10 members to hundreds, but **the precise number isn't tracked**. Cohorts with similar stats can be combined at the referee's discretion, using the average level of all members. 4 cohorts of the same size can combine into 1 cohort of the next size class greater.

Some cohorts have a shared skill that gives them a bonus. For example, a cohort of pirates has advantage on all checks related to seamanship, fanatical cultists might have +3 to morale, and an angry mob, while mostly average, is usually equipped with fire. One or two short tags like this are often attached to cohorts to give them more customization. But any individual with distinct enough stats or gear must instead be treated as a separate, single NPC.

Equipping a cohort with an item can be pricey, since the cost is multiplied by the average membership of that size class. It's unlikely that an entire cohort can be equipped with the same spell book. Instead, any spells in their possession can simply be cast alongside an action, still using up the book for the day. If a cohort is targeted by a spell, the referee may temporarily separate out one or several NPCs from the group. For example, if a member is *Polymorphed* into a squirrel to act as a spy, or if several members are made invisible by *Shroud*, then they can be treated as individual NPCs. But many offensive spells cannot affect enough members of a cohort to have a meaningful effect, like *Sleep*, *Charm*, or *Frenzy*.

Cohorts in Combat

A cohort that isn't in formation is dispersed and will likely have to be treated as individuals. For example, a team of laborers at work or a troop of scouts spread throughout the woods aren't treated as a "group." If enough are killed, the referee might reduce the cohort by a size class. If a cohort's commander calls them into formation, they take a turn to arrange themselves in close order and act as follows:

Actions: Cohort actions are done together. This usually means they collectively do one thing on their turn. An exception is attacking. They can make an attack against *every* separate target within range, rather than just one. They also move together, are targeted as one unit, and share morale.

Space: Cohorts can be arranged in different shapes but are constrained by the minimum and maximum lengths listed in their size's "formation area." They can choose to overlap other units and are considered adjacent to any unit sharing their space. But if the cohort resists, breaking into their space requires a STR contest.

Size Class: Units of the same size class fighting each other are treated like individuals. But when units of different size classes fight, attacks and STR checks have +4/-4 for each size class higher or lower they are than their target and deal +5/-5 damage accordingly. Damage reduction can be negated by area attacks. Units overlapping a cohort's space also receive the defense bonus against attackers from outside that space, but not the damage reduction.

Death: If a cohort reaches 0 HP, they are **broken** and immediately roll for morale. Roll 2d4 on the following table to determine an ongoing effect. Each time they are hit thereafter, they roll again on the table. As soon as a cohort receives healing, they again function as normal, with positive HP equal to the amount they healed.

Roll	Effect
2	**Wiped out:** all members slain.
3	**Decimated:** reduced by a size class. If reduced below small, 1d4 remain as individuals at 1 HP each.
4	**Heavy casualties:** -1 to all attacks and -2 to all damage and will be decimated in 1d6 rounds.
5	**Casualties:** -1 to all attacks and -2 to all damage.
6	**Disarray:** stunned for 1 round.
7	**No effect.**
8	**Rallied:** returns 2d4 hit points. At the end of the combat, hit points are reduced to zero.

Dungeons

A **dungeon** is generally defined as any hazardous and vaguely confined site of adventure. Old ruins, catacombs, mineshafts, infested sewers, haunted houses, highly active pockets of the Underworld, and so on. Even places that are regularly inhabited like castles, temples, schools, and prisons can become dungeons under the right circumstances.

Navigating dungeons is done with 10-minute **active** turns. The following procedure should be followed each turn:

1. The party decides how to use their actions.
2. The referee checks for an encounter, if applicable.
3. The referee describes what happens, and if there is an encounter, it is incorporated now.
4. The turn ends. The referee updates time records, while players reduce spell durations, light sources, and so on.

The party may optionally designate one player to act as the team's **caller**, the person who communicates to the referee the party's actions and is ready to make firm decisions.

Actions

Characters can take two actions in an active turn, either simultaneously or sequentially. Actions include moving, probing for traps, staying hidden, barricading a door, looting bodies, gathering treasure, or anything else deemed reasonable by the referee. Lots of small things can be done throughout the turn easily, like talking, re-lighting a lantern, drawing weapons, shoving or lockpicking a door open, etc.

Typically, most of the group will use one or both actions to do the same thing (e.g. everyone is using one action to move, or one action to search the room). Using both actions the same way means twice the effort. When a check needs to be made on behalf of the group, only one roll will be made by whoever has the highest bonus. If they have 1+ allies helping them somehow, they can have advantage.

Example: *Caller: It looks like everyone will be moving down the hall. Alice, Bob, and Charles will be keeping an eye out for secret doors. Dana will be busy mapping and Evan will be sneaking ahead.*

Referee: Alright, Dana can update her map. Evan, I'll roll DEX for your sneaking result. Bob, you have the highest WIS, so I'll roll for you with advantage to determine if you find anything secret.

For some actions, the referee rolls secretly with the player's abilities, not revealing how high they rolled. For example:

- A player measuring a room's dimensions uses INT. If the referee rolls low, they'll give inaccurate numbers.
- Stealth uses DEX, rolled once when sneaking begins and keeping the same result until the sneaking ends.
- Noticing hidden things, listening at doors, and inspecting a room or object all use WIS. The DC depends on how broad an area the PC(s) asks to cover during the 10 minutes but can be lowered or nullified if they mention any key details that they're looking out for.
- Negotiating with a monster uses CHA, but monsters are tricky and might mislead a PC by acting amiable.

Movement

The party decides on a default marching formation, with encounters typically affecting those in the front first. Most characters' active speed is 300 ft, but if both actions are used to move then they can go ×10 faster. They can also instead use both actions to **dash**, going ×20 faster but gaining exhaustion. Movement in the dungeon is interrupted by the referee whenever the party reaches a door, NPC, or something else notable. The party will choose if they want to stop and interact with it or continue moving. If the party chooses to stop and cuts their movement short by 50% or more, they can replace their move action with something else for the rest of the turn.

Example: *Referee: You just finished the battle and killed the last bandit, and a new turn begins. What do you do with your actions?*

[party discusses] Caller: Okay, first, we'll be attempting to sneak. Second, we move through the exit on the northern wall.

The referee resolves the sneak action and then narrates the movement.

R: You go through the door and immediately enter a decrepit library. Do you want to stop and interact with it or continue your movement?

C: We're going to stop and start searching for spellbooks.

The party had two actions: 1) sneaking, and 2) partial movement to the library + the results of their search for spellbooks.

Mapping

The players will form a mental map of the dungeon as the referee describes each room, but memory is fallible. If a player's conception of where they are relative to other rooms isn't matching up to the referee's description, then they're lost. And if a player is lost, so is their PC!

To alleviate this, a PC can use an action to map the dungeon, with their player drawing a map of what the referee says. The referee only describes what's within sight range, in the first person. In darkness, this means that players won't know the full size of many rooms unless they seek out the edges. PC-made maps of dungeons usually don't look like precise floorplans. Rather, they look like simple flowcharts of room relationships. If a player really wants exact dimensions, they have to spend a turn precisely measuring the local area. Otherwise, the referee will usually give broad descriptors like "small," "long," "round," or "tall."

Some dungeons are designed with tricky architecture, such as subtle curves and slopes, identical rooms, and shifting features. These will likely *only* be noticed by taking precise measurements, so PCs must weigh the tradeoff carefully.

Encounters

Encounters with creatures, hazards, or anything else worth the party's attention can be triggered either automatically based on the party's actions (like running into a guard NPC or a trap) or randomly (usually a 1-in-6 chance each turn).

The referee can create one or several tools for this. They can prepare a **random encounter table**, rolled on once per turn and containing hostile creatures, complications, exhaustion, and changes to the situation, so there is a meaningful consequence to spending time in the dungeon. They could also prepare an **adversary roster**, a key of what non-random NPCs are found in which rooms and under what conditions (and any other notes needed for quick reference). Specific triggers or loud noises may also prompt a random encounter, or a consequence based on the roster. Lastly, the referee might prepare a **scenario timeline** to follow, a list of any major events/changes that happen each turn of the adventure unless otherwise disrupted by the PCs, sometimes set to a cycle (such as guard patrol routines or a rate of water flow in a flooding dungeon).

When an encounter is triggered, the referee should establish if anyone is surprised (losing the chance to act in the first ensuing urgent turn), and the distance away it is from the party. Many surprise encounters, such as triggered traps, will be adjacent to or overlapping with the party. Foreseeable encounters are usually triggered within 2d6 × 10 ft, or if it's dark, the range of the light source in use. If the encounter is a creature, then the referee should roll a reaction, with a -4 penalty for members of enemy factions.

Traps and Hazards

There's enormous variety in all the ways non-creature dangers can impede or harm characters. While the effects of such dangers can be nearly anything, the referee always needs to account for 1) how they are perceived, 2) what triggers them, and 3) how they might be interacted with.

Most traps are hidden in prepared locations and are only noticed if players are actively looking for them. However, they are likely to have some subtle clue to their presence that may be included even in a broad description of the area. In fact, the clues are often intentional and consistent, establishing a **pattern** that is recognizable to dungeon denizens who regularly avoid them. But for other traps, their presence is obvious, in which case their complexity, unavoidability, and potential harm are all likely to be greater to compensate (sometimes called a **room trap**). Still yet other traps and hazards in unpredictable environments can be **randomly** occurring. For example, an unstable cave system might have "earthquakes" on the random encounter table.

Most traps have a simple trigger and could be automatic (e.g. anyone who passes through this doorway, or anyone who touches this statue). Others may have a randomized trigger, oftentimes only affecting a player on a 1-in-6 chance (e.g. anyone who passes through this hallway has a 1-in-6 chance to step on the wrong floor tile). Depending on the trap, the referee may allow players to make one, simple, split-second reaction immediately after triggering it.

Players describe how they interact with traps, but if their success in disabling, sidestepping, or whatever else has uncertainty, they usually make an INT check to not trigger it.

Dungeon Resources

The best dungeons are thoughtfully crafted by the referee with all their most creative ideas. But these tables can be used to help the referee make design decisions during prep and stock a dungeon with content. These tables assume three broad size classes of dungeon:

1. **Small:** About 1-7 rooms, without complicated layout. The referee may want to create a dozen or more of these to sprinkle into their game world generously.
2. **Medium:** About 7-20 rooms, possibly multiple floors.
3. **Large:** 20+ rooms, almost certainly with multiple floors and a complicated layout.

Original Purpose

The dungeon's purpose will inform what kinds of rooms there are, its layout, its inhabitants, and its overall theme.

Asylum	Circus tents	Hospital
Bathhouse	Divinity's residence	Laboratory
Bug hive	Funhouse	Library
Castle in the sky	Garden	Master knave lair
Catacombs	Giant tree	Maze
Caves	Haunted house	Menagerie
Mine	Palace	Ship
Monster lair	Pocket dimension	Stronghold
Monster settlement	Prison	Temple
Monster's belly	Ruined castle	Tomb/mausoleum
Monument interior	Ruined settlement	University
Museum	Sewers	Vault

Layout Tricks (d6 × d6)

Interesting relationships between rooms are what make navigation fun. Medium, roll 1d4+1. Large, roll 1d4+4.

Backtracking	Chutes	Looping path
Blocked path	Concentric layers	Maze
Branching path	Crossing paths	Multiple entrances
Central hub	Curved paths	One-way door
Chasm	Dense rooms	One-way loop
Chokepoint	Divided level	Platforms
Pocket dimension	Secret loop	Teleporters
Repeating features	Secret path	Tower
Safe room	Shifting layout	Vertical loop
Satellite (ex: a shed)	Spying opportunity	Vertical paths
Scattered keys	Subtle hall angles	Water/canals
Secret entrances	Subtle ramp slopes	Windows

Macro-Level Challenges (1d12)

Like layout, these elements will affect the dungeoncrawl as a whole, rather than any single room. Roll 1d4+2 times:

1. Wandering monsters
2. Adversary roster
3. Scenario timeline
4. Stuck doors
5. Locked doors
6. Pattern-based traps
7. Recurring natural hazards
8. Time (poison, fear, stress)
9. Opposed factions
10. PCs acquire a partial map
11. Spells nullified/modified
12. Rival knave party

Dynamic Room Setups (1d20)

It's natural to build a dungeon out of rectangular chambers and straight hallways, but some rooms should have a more interesting relationship to space. These don't tell you much about the *purpose* of a room, just their shape and features.

1. Antechamber
2. Atrium
3. Attic/basement
4. Balcony
5. Bridge
6. Catwalk/rafters
7. Cliffs
8. Columns/cover
9. Courtyard
10. Foyer
11. Galleries
12. Gatehouse
13. Great hall
14. Hub room
15. Mezzanine
16. Peristyle
17. Rooftop
18. Rotunda
19. Stairwell
20. Veranda

Trap Ingredients (d12 × d12 × d12)

Roll 1d12 once for each column to generate a trap.

1d12	Trigger	Effect	Clue
1	Always active	Alarm	Coloration/glows
2	False floor	Bludgeon/crush	Consistent area
3	Light/shadow	Burn/corrode	Groove/hole
4	Magical trigger	Contain/paralyze	Hand/footprints
5	Make sound	Flood/suffocate	Hollow sound
6	Open door/lock	Gravity	Juts out slightly
7	Pressure plate	Heavy obscurity	Light/shadow
8	(Re)move object	Pierce/slash	Magical clue
9	Snare	Poison/exhaust	Nearby object
10	Tripwire	Psychic/fear	Residue/blood
11	Wrong choice	Relocate/separate	Symbol/glyph
12	Wrong password	Spell effect	Wear and tear

Small Dungeon Generator (1d12)

Roll 1d6+1 for the number of rooms, each from this table:

1. Entrance guardian
2. Big monster lair
3. Villainous knave
4. Puzzle
5. Room trap
6. Hidden traps
7. Lore (e.g. books, records)
8. Art (e.g. mural, statue)
9. NPC
10. Magic item
11. Valuable resource
12. Treasure hoard

Settlements

Settlements are usually where characters prepare for adventures and tie up loose ends afterwards. But they can also be the site of adventures of their own, like investigations, warfare, heists, parties, chases, and so on. What follows are suggestions for what information, at minimum, the referee should prepare about a settlement and the players should expect. Beyond that, the referee usually generates new details on the spot as needed.

Precise maps of every building in a settlement are usually unnecessary. Settlements are more practically modeled as a landscape of people, information, and notable details.

Activity in Settlements

When PCs enter a settlement, the referee should:

1. Resolve any customs needed (entrance tolls, arms seizure, name recording, travel papers, whatever else).
2. Roll for an event to keep the world feeling alive.
3. Provide a basic outline and some reference info if the PCs are planning to do more than just pass through.

Once in, players usually have a lot of freedom in what they can do. The provided info should help with the most common activities. Different actions are best resolved in different time scales, with some suggestions as follows:

- Battles, chases, races against time, and disasters like house fires, etc. are best done in **urgent** time.
- Quick shopping, meetings, moving assets, carousing, petty crimes, raids, etc. are best done in **active** time.
- Prudent shopping, investigating, research, recruiting followers, lite crafting, etc. are best in **steady** time.
- Resting, recovery from injury, slow sieges, ambitious crafting, major crimes, honest work, politics, domain management, etc. are best done in **calendrical** time.

Generally speaking, as long as life and death isn't at stake, any of these activities could easily be folded into a higher timescale, too. If you're spending a week in downtime, do as much shopping and research as you need. But if characters are trying to save time, an ability check may be required for them to resolve the action quickly.

Example: *The party plans to dungeoneer today, and they want to be back before nightfall, but they also want to spend some time digging up info first. The referee says that for each hour spent researching, the party can roll either an INT check (if they plan to hit the books) or a CHA check (if they plan to ask the locals) to learn something useful.*

Basic navigation within a settlement can usually be glossed over without issue. Generally, players can simply name any known site and go there. However, factors like urgency, hostility, unfamiliarity, or sheer size can all transform urban areas into more adventure-apt settings, like a dungeon. In such cases, the referee may begin tracking PC location up close and introduce random encounters, typically rolled whenever PCs enter or leave a district.

Players can name a generic location ("we go to a smith"), a known location ("we go to our friend Jim's smithy"), or a location whose existence they can infer ("we follow that man to his home"). The referee can also offer specific sites, including commonly helpful things like taverns, temples, and geographic features, but also notable sites of the settlement like specialist shops, monuments, and landmarks ("let's check out the Library of Alexandria!").

Buying and Selling

Unless a player has questions or is interested in something unusual, they can shop on their own by consulting the equipment list and informing the referee of their purchases. Unless the PC is visiting a specialist shop, it is assumed they're shopping at a range of sites found on the **generic locations** table on the next page. Availability is based on base market price. Any item or service priced at 100+ cp is unavailable in villages, and anything 1000+ cp is unavailable in towns. The referee should consider the wealth level of the district where shopping is done. Black market goods might mean trouble, and luxury goods might require status.

Between Adventures

Characters resting in a settlement must secure lodging. If they don't own property, they can make a CHA check to determine what accommodations they can get. Once a PC has secured lodging, they can keep using that same option. They hear one rumor each week. If they sleep on the streets, roll 1d6 nightly: 1 robbed, 2 fined, 3+ nothing.

When PCs are spending downtime in a settlement, they should track their daily or weekly living expenses. If they have the know-how and any necessary equipment, they may be able to earn a modest living as well.

Settlement Info

The most important factor in generating info is size. Precise population figures shouldn't be strictly tracked, but broad size class determines many details.

Size Class	**Village**	**Town**	**City**
Population	(3d10)×10	(6d6)×200	(1d4+2)×2000
Districts	1	1d4	1d4+3
Major industries	1	1d4	1d4+1
Defenses	1d4-1	1d4+1	1d4+2
Languages	1	1d4	1d4+2
Major temples	1	1d4	1d6
In addition, each district should have…			
1d4 specialist shops	1d4 landmarks		1d4 factions
A wealth level	1d4 notable NPCs		1d4 taverns
Roll 2d6 for each district's wealth:	2-4	5-9	10-12
Wealth level	**Poor**	**Medium**	**Rich**
Daily selling cap	100	500	1,000
Daily buying cap	1,000	5,000	10,000

The weekly available stock of a generic item in a district = (daily buying cap ÷ item price). Wealth level also affects available generic locations, crime, languages, and culture.

People

The existence of many NPCs is implied by most of the above info. Other important NPCs to account for might be the local leadership, celebrities, experienced knaves, and just "known persons." Who is the richest? Who is trusted? Who is the strongest? Who is the expert on XYZ? Who is weird? Who causes trouble? More known NPCs come about in the natural course of adventuring, too.

"I know a guy." If the PCs need someone for help (a rare item, expertise, access to somewhere or someone, etc.) but no known NPC will work, they can use a **contact**. Contacts are undefined until the player uses them, at which time they declare who they know (at the referee's discretion). From then on, they are a permanent NPC in that settlement. A player automatically has 1d4+CHA contacts in their home settlement. Elsewhere, for each 3 months a player lives in a settlement they gain 1 contact there.

Brave: Songs of High Adventure has more information on factions. Some cities may have additional "settlement factions" whose power and influence spans the whole community.

Generic Locations

These are organized by district wealth, but with a special note of locations that only appear in cities (either because they're rare or they're a product of urban conditions). This list is neither exhaustive nor strict.

Poor	Bakery	Dump	Smith
	Brewery	Fighting pit	Stables
	Brothel	Fishmonger	Surgeon/Barber
	Butcher	Gallows	Tanner
	Cooper	Livestock dealer	Wheelwright
	Drug den	Potter	Workhouse
Med	Apothecary	Cheesemaker	Mill
	Barracks	Forester	Shoemaker
	Bathhouse	Granary	Tailor
	Bowyer/fletcher	Grocer	Tinker
	Candlemaker	Leatherworker	Weaponsmith
	Carpenter	Mason	Weaver
Rich	Armorer	Glassworks	Restaurant
	Cartographer	Hatter	School
	Clothier	Jeweler	Scrivener
	Engraver	Merchant house	Sheriff station
	Farrier/marshal	Moneylender	Spicemonger
	Furrier	Printer	Vintner
Cities Only	Art dealer	Foundry	Mint
	Bookbinder	Guild hall	Orphanage
	Clockmaker	Hay seller	Physician
	Curiosity shop	Lawyer	Salon
	Fortuneteller	Locksmith	Sculptor

Lay of the Land

Upon entering a settlement that the PCs plan to adventure in, the referee hands players an info sheet to start. They immediately learn some details with background knowledge. Each player picks a district and either **locations** or **NPCs/factions**, and the referee reveals one detail. They usually give just a name and the broad description (e.g. "you've heard of the famous Michelangelo of Florence before, a renowned artist and architect"). PCs with 4+ INT learn +1 detail, and PCs with 8+ INT learn +2 details.

Research: To reveal more, PCs can spend time asking around. On a successful DC 15 CHA check (1 hour long), they can reveal 2 details about a district they're in.

Aside from that, PCs have to adventure to learn more! The referee should also write down any new details they had to create during a session.

Settlement Resources

These tables help the referee add details, but can be useful to players, too. The referee will also create some history and interesting lore. Generally, more info is created for settlements that are large or interacted with frequently.

Major Industries (d6 × d6)

A major industry is a cornerstone source of capital in the settlement, either by providing the bulk of jobs or from sheer profitability. Each creates many peripheral jobs, too.

Iron	Stone	Wool
Copper	Clay	Ivory
Silver	Coal	Furs
Gold	Gems	Fish
Tin	Lumber	Foodstuffs
Obscure metal	Linen	Water
Silk	Tourism	Military/defense
Glass	Shipping	Vehicles
Spice	Luxury goods	Construction
Salt	Drugs	Religion
Wine	Entertainment	Education
Vegetable oil	Sport	Finance

Defensive Features (2d6)

These are most important for raids and sieges, but they might define the socioeconomic landscape, too.

2. Chokepoint
3. Traps
4. Towers
5. Harbor
6. Height (hill, cliff)
7. Wall (stone, wood)
8. Garrison
9. Fort / castle
10. Surrounding river
11. Ditch / moat
12. Magic defense

Lodging (1d20 + CHA)

One check can be made per district, per night. On a roll of 8 or less, the PC can't secure lodging in that district.

1d20	9-12	13-16	17-20
Poor	**Trap House** No food	**Stables** No food	**Almshouse** 1 free meal/day
Med	**Temple** Room = 3 cp	**Flophouse** Room = 1 cp	**Farmer** 1 meal for chores
Rich	**Tavern inn** Private rooms + 1 meal = 3 cp	**Friendly local** Room + 1 free meal/day	**Noble manor** Private room + 3 free meals/day

Specialist Shops (d10)

The famous and remarkable shops. Specialists sell nearly anything connected to their theme, regardless of the size or wealth of a community. These vendors are up for haggling and commissions. The referee should also prepare 1d6 unique and interesting items/services offered at this shop.

1. Animals
2. Art/entertainment
3. Black market goods
4. Books/writing
5. Carpentry/vehicles
6. Foodstuffs
7. Potables
8. Smith/armorer
9. Textiles/leather
10. Wilderness supplies

During a major trade fair, the referee may add 2d4 more temporary specialist shops to a settlement.

Landmarks (d6 × d6)

Aqueduct	Clocktower	Graveyard
Arena	Club	Haunted building
Asylum	Courthouse	Infirmary/hospital
Bank	Famous street	Library
Canal	Gallery	Luxury Bathhouse
Casino	Garden	Major guild hall
Master knave lair	Palace	Square/plaza
Mausoleum	Park	Theatre
Menagerie	Performance hall	Trade hall
Monument	Prison	Town hall
Museum	River/bridge	University
Observatory	Shrine	Watchtower

Settlement Event (d20)

The referee should roll for an event affecting the community once per week spent in a settlement, or whenever the PCs return to a settlement after more than a week away.

1. Drought
2. Leader death
3. Plague
4. Running a major shortage
5. Raided
6. Currently besieged
7. Men all gone to war
8. New decree
9. New tax
10. Major funeral
11. Trade boom
12. New migrant population
13. Spoils of war
14. Notable NPC arrested
15. Protests
16. New site constructed
17. Execution
18. Trade fair
19. Tournament
20. Major trial

Magic

Spells are cast out of spell books, which must be held in both hands and read aloud. Each spell book can only be used once per day. Importantly, each spell book only holds a single spell, and each spell book takes up an item slot, so if a PC wants to be able to cast a wide variety of spells, they'll have to fill most of their inventory with spell books.

PCs gain new spell books primarily through adventure, by either recovering them from dungeons or looting them from other magicians. PCs openly carrying spell books are likely to be hounded by bandits and wizards looking to "acquire" them. Creating, copying, or transcribing spell books is difficult, requiring a great deal of time and resources.

There are also magic items that function like spell books, usually allowing the user to cast a spell once per day. Wands, amulets, orbs, staves, rings, rune stones, tablets, etc. may not require the use of both hands, but cannot be read and understood like a book, nor can their magic be copied over into another text. Likewise, there can be found single-use versions of spells in the form of scrolls, potions, and the like. Once cast, they are spent forever. Other consumable spellcasting items are spent with a Usage Die.

When a spell allows for a check, make an opposed Intelligence check against the target's relevant ability, usually Dexterity for ranged attack spells, Constitution for life-draining spells, Intelligence for mind-altering spells, or Wisdom for Illusions.

Most spells scale up as the caster becomes more powerful. In the following spells, "L" is a number equal to the caster's level, an **item** is an object able to be lifted with one hand, and an **object** is anything up to human size (including living creatures). Unless otherwise noted, all spells with ongoing effects last up to L×10 minutes (but can be dispelled early as an action) and have a range of up to 30 feet. If a spell directly affects another creature, the creature may make a check to avoid it (as described previously). Success reduces or negates the spell's effects.

Given here are 48 sample spells to get started, popularly recorded by six famous magicians whose work is well-known among knaves. To randomly select a spell, roll 1d6 for the group, and then 1d8 for the item within that group.

1. Hermes' Arts

1. **Magic Missile:** Fire L unavoidable darts that do 1 damage each.
2. **Comprehend:** You become fluent in all languages.
3. **Animate Object:** Object obeys your commands as best it can. It can walk 15ft per round.
4. **Shroud:** L creatures are invisible until they move.
5. **Teleport:** An object disappears and reappears on the ground in a visible, clear area up to L×30ft away.
6. **Telekinesis:** You may mentally move L items.
7. **Grease:** a 10ft radius circle is covered in grease.
8. **Knock**: L nearby mundane or magical locks unlock.

3. Hildegard's Rhymes

1. **Color Spray:** Up to L HD worth of creatures are stunned for L urgent turns.
2. **Read Mind:** You can hear the surface thoughts of nearby creatures.
3. **Mirror Image:** L illusory duplicates of yourself appear under your control. They disappear once hit.
4. **Charm:** L creatures treat you like a friend.
5. **Sleep:** L creatures fall into a light sleep.
6. **Auditory Illusion:** You create illusory sounds that seem to come from a direction of your choice.
7. **Deafen:** All nearby creatures are deafened.
8. **Command:** A creature obeys a single, three-word command that does not harm it.

5. Dr. Faust's Blasphemies

1. **Vampiric Touch:** All damage you deal for the next L urgent turns restores your HP by the same amount.
2. **Augury:** Ask if L number of specific actions you or your allies might take in the next day will have good, bad, or mixed consequences.
3. **Raise Dead:** L skeletons rise from the ground to serve you. They are incredibly stupid and can only obey simple orders.
4. **Summon Fiend:** Summon a fiend of L HD or less to serve you. Can be banished early with an action.
5. **Bane:** A creature takes L damage and has -L to attack.
6. **Contagion:** You target a creature with a nasty disease that decreases one ability of your choice by L.
7. **Darkness:** A 20ft radius sphere is filled with magical darkness that cannot be permeated by nonmagical light. Everything in the area is heavily obscured.
8. **Frenzy:** L creatures erupt in a frenzy of violence.

2. Circe's Hexes

1. **Fireball:** Each creature in a 20ft radius sphere is engulfed in flame and takes Ld8 damage.
2. **Psychometry:** The referee answers L yes or no questions about a touched object.
3. **Polymorph:** Another creature and their possessions transform into a mundane animal. They revert to their normal form early if harmed.
4. **Unseen Servant:** You summon an invisible, mindless, shapeless force to do simple tasks for L urgent turns.
5. **Fly:** You can fly at twice your normal speed for L urgent turns.
6. **Fog Cloud**: Dense fog spreads out from you.
7. **Haste:** Your movement speed is tripled.
8. **Fear:** You conjure an image that reflects the worst nightmares of those who see it. L creatures who can see your image must roll for morale at +2.

4. St. Aquinas' Prayers

1. **Lightning Bolt:** Each creature in a line 60ft long is struck by lightning and takes Ld8 damage.
2. **Heavenly Voices:** Receive L instructions about how to accomplish a plan you might take in the next hour.
3. **Destroy Undead:** Undead within 10ft with L HD or less roll CON or explode/wither.
4. **Bless:** A creature receives +L temporary HP and +L to all attack rolls.
5. **Hold Person:** A creature up to L HD is paralyzed.
6. **Illuminate:** A floating light moves as you command.
7. **Pacify:** L creatures have an aversion to violence.
8. **Upwell:** A spring of seawater appears.

6. Merlin's Charms

1. **Cloudkill:** A 20ft radius circle is engulfed in poison. Creatures lose L HP each round they begin in it.
2. **Speak with Plants:** The spirit within a plant or fungus manifests and will answer L questions.
3. **Beast Form:** You and your possessions transform into a mundane animal.
4. **Nature's Ally:** Summon animals with combined HD equal to L or less to serve you.
5. **Control Weather:** You may alter the type of weather at will, but you do not otherwise control it.
6. **Visual Illusion:** A silent, immobile, illusion of your choice appears, up to the size of a bedroom.
7. **Adhere:** Object is covered in extremely sticky slime.
8. **Smoke Form:** Your body becomes living smoke.

Appendices

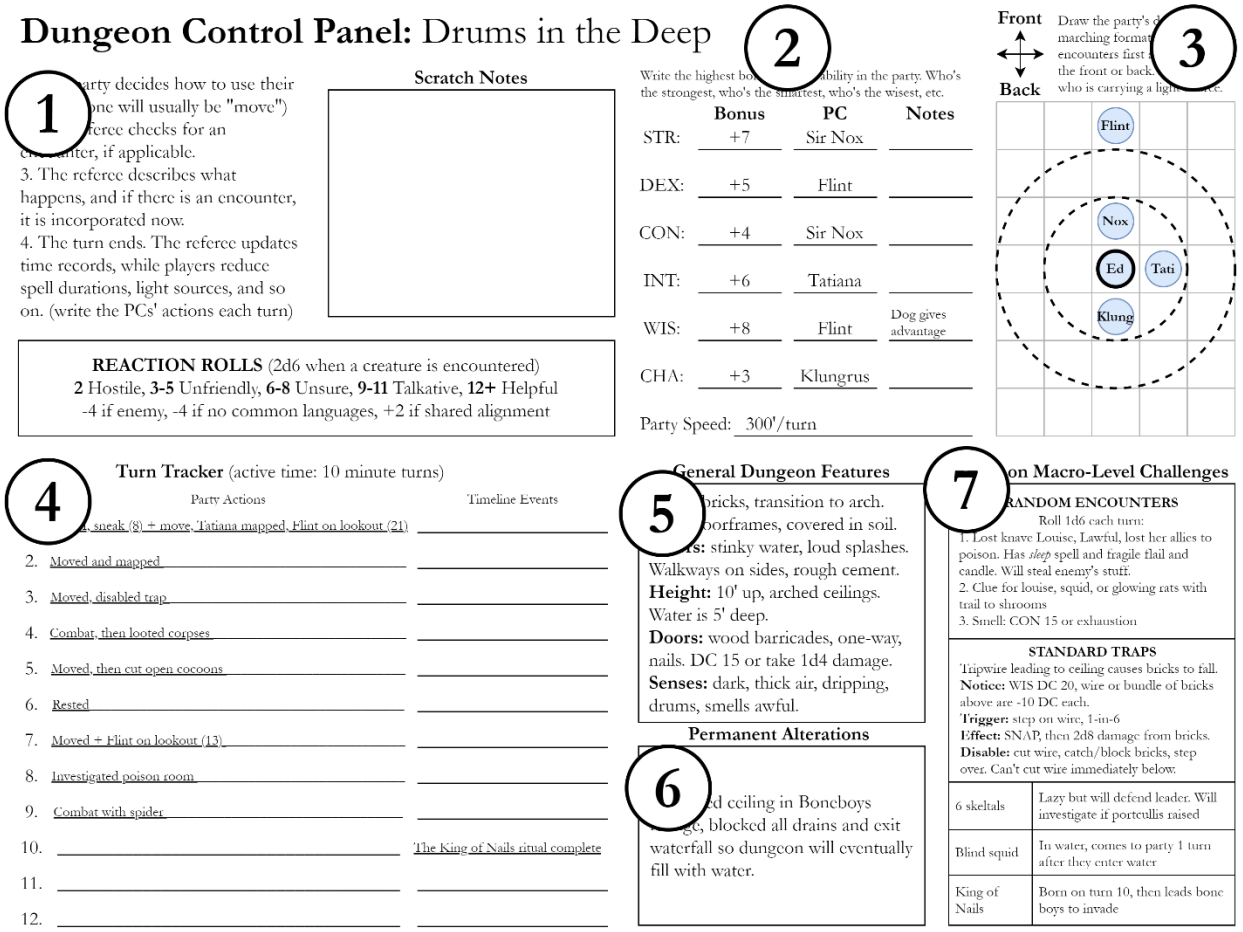
The referee should review the appendices before running a session of *Brave* so they can best fit the game to their preferences.

Appendix A: Dungeon Control Panel

Whenever the referee makes a dungeon, they should prepare 1) a map, 2) a room key for the map, and 3) a control panel. There is a blank template available for free online, with an example filled out here. The control panel should be placed flat on the surface in front of them, displaying important information useful for running the session.

There are seven major parts of the control panel to know:

1. The steps of the dungeoncrawl procedure written out, the reaction roll table, and an area to jot down notes throughout the session. For example, the referee may need to keep track of HP or the distance the party has traveled in the turn. This corner is the "home base" for the referee to return to each turn.
2. When the dungeoncrawl begins, the referee should record information about the party. For many checks, one character will be needed roll once on behalf of the party. To make this easier, the highest score in each ability should be written down by the referee, who can then make secret rolls on the party's behalf (such as for stealth, noticing secrets and enemies, and getting accurate dimensions for a detailed map).
3. At this same time, the referee should ask the party to decide on a default marching formation when traveling through the halls. They should note if anyone has a light source and may want to draw the bright and dim ranges in order to better visualize things.
4. The referee can keep track of time elapsed in the dungeon by marking off each turn. Briefly writing the party's actions can also help the referee review the events of the session. While preparing the dungeon, they should write any scheduled events in the column for "timeline events," such as an NPC who enters at a specific time or if the dungeon is going to collapse.



5. If there are any generally consistent features to the dungeon, they can be included in any broad description of the rooms no matter where the PCs are. The referee should fill this out while creating the dungeon. Materials, construction, feeling, dimensions, etc. For doors, note a DC if they're locked or stuck. For senses, include light, sound, smell, and temperature.
6. If the dungeon is permanently altered in any way, it will be useful to note for later. Drawing or writing onto the map directly may not be ideal, and if any PCs revisit the dungeon later, the referee will want to be easily reminded if, say, any walls have been destroyed or statues have been teleported.
7. Also while creating the dungeon, the referee should make any notes necessary for macro-level challenges they're using. This is different for every dungeon, so they should think about the best way to use this space to make their notes. A random encounter table, details about a repeated pattern-based trap, a growing mental or physical duress related to time, an adversary roster, and so on should all be put in this area.

If the referee is using a pre-made dungeon, it's worth it to take the time to create a control panel for running it instead of relying on notes in a book or picture. However, a control panel isn't necessary for running a small dungeon.

Appendix B: Settlement Sheet

Whenever the referee makes a settlement for adventure, they should prepare 1) a map, 2) a site key for the map, 3) an info sheet, and 4) a player version of the sheet. There is a blank template available for free online, with an example filled out here. The info sheet should be placed flat on the surface in front of them, displaying important information useful for running the session.

The referee creates the settlement sheet as part of creating the settlement. The fill in the template using the **Settlement Info** generator on page 13 and can fill in details using the **Resources** on page 14.

Creating the player copy is simple. The template replaces the back of the info sheet (shown below here), and the front can be made by copying the info sheet's content and then removing all the locations, NPCs, and factions for players to fill in on their own.

There are eleven major parts of the settlement sheet to know:

1. Basic information applying to the whole settlement.
2. A description of general facts and qualities the settlement is known for, plus a coat of arms for it.
3. An info block for each district, including its name, wealth level, general description, and notable sites, NPCs, and factions. The latter three will be given detail in the map key. This example settlement has a full 7 districts, the maximum number possible.
4. A copy of the rules on shopping for quick reference. This stays on both the referee's copy and the players' so both can easily consult these rules without needing to look in the rulebook.
5. The major defensive features of the settlement, which can be labeled on the map as well. These help to shape the community and provide common reference points, but also may become important if the PCs ever get involved in warfare.
6. Some rumors for the referee to distribute to players, along with additional details that can be learned if a player chooses to do follow-up research. If the party spends a long amount of time adventuring in this settlement, they might burn through all the rumors the referee originally prepared!
7. A random encounter table for if the PCs ever go wandering the streets getting themselves into trouble, or even just if the referee wants to spring them with an interesting encounter. This example has 5 universal encounters and then a handful of extras that are specific to each district, further reinforcing their identities.
8. Factions are normally explained in the map key, in the section for whichever district they call home. However, some factions have influence spanning the whole community, such as the local government, religious leaders, and monopolies.
9. A copy of the **"Lay of the Land"** rules. When the referee hands the PCs their copy, they begin the initial detail-distribution process using this rule.
10. A copy of the **Generic Locations** table for easy reference. Remember that this list just contains suggestions of sites that can be consistently found in ample numbers in any settlement.
11. A copy of the lodging rules for quick reference.

Routine, non-adventurous activities in a settlement can be covered by the rules for shopping, lodging, and research. But your entire game could be set within a detailed settlement like this. As a site of adventure, it must be prepared not unlike a dungeon!

Visbelot

1

Size: City (pop: 12,000)

Inhabitants: 50% lawful Andolians, 25% lawful Gartonicans, 25% neutral Gartonicans

Languages: Andolian, High Andolian, Gartonic

Government: Feudal holding of House Darby under the Crown of Andolia + municipal Council of Aldermen elected by upper class.

Settlement Factions: House Darby, Council of Aldermen, the Bishop, the Courts, Keepers of the Queen's Peace

Major Industries: luxury goods, finance

2

Description: The capital of the Earldom of Lynnshaw, this b… city attracts artists and investors … Foregoing a traditional wall to appear more welcoming, Visbelot has instead historically defended itself through trade, serving as the staple port of Andolia. House Darby carefully maintains control of many competing and volatile factions.

Mare donum est.

3

Clocktown (rich)

…e "Knave haven" built up by wealthy … and made into a communal "outdoor … playground." Dangerous and exotic.

Locations

Temple: The House of Eternity	**Tavern:** Broken Sword
Shop: Stavish Forge	**Shop:** Jerome Studio
	Landmark: Clocktower

NPCs & Factions

NPC: Merrick Stavish	**Faction:** House of Pan
NPC: Olga Hardwick	**Faction:** Glaives
NPC: P. Midnighter	**Faction:** Devil's Dice

District: East Ward (poor)

Description: Youngest part of Visbelot, it's been the troubled project of the young municipal government since day 1. Tends to collect refugees.

Locations

Temple: Sanct. of Beds	**Tax:** Crossed Hammers
Tavern: Fat Archer	**Shop:** "Potion Shop"
Landmark: Traphouse	**LM:** Diamond Theatre
Landmark: Town Hall	**LM:** Shrine of St. Eliz.

NPCs & Factions

NPC: Oswald, debt-collector	**Faction:** Rumor Mill

District: Rose Court (rich)

Description: Patrician neighborhood that's invite-only. Many palaces and luminous wonders around the castle grounds.

Locations

Temple: Cathedral	**Tavern:** The Green Man
Tavern: The Exodus	**Landmark:** Menagerie
Shop: RC Archives	**Landmark:** Roquefort Hall
LM: Silverleaf Hospital	

NPCs & Factions

NPC: Clovis Westergren	**Faction:** Royalist Party
Faction: House Milton	**Faction:** Riverlands Party

District: Olde Visbelot (medium)

Description: Original village, now crumbling. Old Gartonic families still uphold internal culture here and patronize artists and Bohemian types.

Locations

Temple: Ferraria Sepulcher	**Tavern:** Fool & Cauldron
LM: Violetta Plaza	**LM:** Rivelane Manor
Shop: Misty Cabin	

NPCs & Factions

NPC: Bertram, actor	**Faction:** Ethnic Clan
NPC: Hester, courier	**Faction:** The Sphinxes
NPC: Blayton, friar	**Faction:** Red Party
NPC: Daphne, mason	

District: South Ward (medium)

Description: A manufacturing district dominated by the shipyards and the less extravagant sites, such as the Watchtower and Bank of Visbelot.

Locations

Temple: St. Joyce	**Shop:** The Athenaeum
Tavern: The Citadel	**Shop:** Ragolli Shipyards
Shop: Summer Orchard	**Landmark:** Watchtower
Landmark: Mausoleum	**Landmark:** Bank

NPCs & Factions

NPC: Godwin, clockmaker	**Faction:** Pink Powder Lab
	NPC: Jilly, fishmonger

District: Goldridge (medium)

Description: Central business district with a focus on the entertainment sector. Not many residents but always the most bustling district in town.

Locations

Tavern: Shin Dragon	**Tavern:** The Imp
Tavern: 8th Sea	**Shop:** The Songsmith
Tavern: Three Pigs	**Landmark:** Theatre
Landmark: Observatory	

NPCs & Factions

NPC: Lady Beatrix Pent	**Faction:** Temple of Gabriel
NPC: Green Onions	
NPC: Sir Rubeus Dee	

District: Wharfs (poor)

Description: Run-down docks full of sailors, migrants, thieves, and longshoremen. Rich investors buy up all the real estate to control trade.

Locations

Temple: House on High	**Tavern:** Sailor's Arms
Shop: BBB Boutique	**Shop:** Hook & Trap
Shop: Copper P. Books	**Landmark:** Siren Baths
Shop: The Chad Hatter	

NPCs & Factions

NPC: Roland Huxley	**Faction:** C&K Bank
NPC: Old Bones James	**Faction:** Neptune Own
Faction: The 6 Saints	Ft. Jevyt's Gardeners
Faction: Pepper & Clove Trading Company	

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Shopping Info

…lly shop on their own by consulting … list and informing the referee of … times. Unless the PC is visiting a **specialist shop**, it is assumed they're shopping at a range of sites found on the **generic locations** table on the other side of this page. Any item or service priced at 100+ cp is unavailable in villages, and anything 1000+ cp is unavailable in towns.

Wealth Level	Poor	Medium	Rich
Daily selling cap	100 cp	500 cp	1,000 cp
Daily buying cap	1,000 cp	5,000 cp	10,000 cp

The weekly available stock of a generic item in a district = (daily buying cap ÷ item price). Wealth level also affects available generic locations, crime, languages, and culture.

Visbelot General Features

5

Defensive Features

…mund

…d into palace, although still fortified … to save the upper class. Iconic blue steeples and rooves. Courtyard is a hedge garden.

Towers

12 towers around city, each w/1 watchman sentry at a time and a bellower. Iconic blue + yellow striped steeples. Keep a lax watch of travelers.

River + Moat

No frontage separating river/moat from houses. 4 tall, arching bridges span the river for boats to pass underneath but 5 compact bridges span the moat. Knaves are ready to detonate them at any time.

Harbor + Cliffs

No beaches, just docks. Lanterns in the towers act as lighthouses. Center of wharfs is wooden platforms but north and south ends are ascending terraces. "Helmet Crest" is ~200 ft. above the docks at its highest point. Has poopy waterfalls from Goldridge runoff.

6

…ors + Followup Research

…Edwin hid treasure below Clocktown … he left his map to Vinny the Mute … He was literate in 1 language: Deridic

2. Bogeymen have done small raids in South Ward
   a. They've been seen mapping as they go
   b. They serve NicNeven the hag huntress
3. Goldridge has a huge orgy each full moon
   a. Sir Rubeus Dee arranges it for the rich
   b. It's in the theater's basement
4. The Sphinx Brotherhood needs bodyguards
   a. Hawkins is planning a trip to Vaneewyth to write about its perils…
   b. …But he secretly works for the Crone of Vaneewyth Wood
5. House Milton owns a live phoenix in captivity
   a. It's kept in the tower of Milton Hall
   b. Pink Powder Lab wants to acquire it
6. Prisoners are executed by being dropped into the harbor from the towers
   a. They're sometimes rescued by mercfolk
   b. The mercfolk are thus raising an *army*

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…dom Encounters

…reaver: the PCs enter/exit a … ady or active time, or 1d12 if … looking for trouble. A result higher than is listed here indicates no encounter.

1. Bullying knight, mercenary, or soldier
2. Patriot fascinated by PCs
3. Lone pickpocket or swindler
4. Nobility interacting with (roll again)
5. Vendor selling 1d4 items at 50% off
6+ District-specific encounter

Clocktown Encounters

6. Knaves on second floors playing, "rock falls, everyone dies!" against the PCs
7. Thief group ambushing PCs
8. Drunkards: happy, sad, angry, or scared
9. Tmp: pit, net, darts, or falling rocks
10. Knave(s) challenging PCs to duel

East Ward Encounters

6. Urchins pulling a classic two-man con
7. Prostitute soliciting PCs
8. Beggar seeking help

Rose Court Encounters

6. Rich people shopping/attending event
7. Private armed guards hassling PCs

Olde Visbelot Encounters

6. Performers: dance, pipes, strings, sing
7. Drunkards: happy, sad, angry, or scared

South Ward Encounters

6. Artisans whose work is going haywire
7. Construction/repair project

Goldridge Encounters

6. Rich people shopping/attending event
7. Vendor selling 1d4 items at 75% off
8. Merchants interacting with (roll again)

Wharf Encounters

6. Lost migrants who could use help
7. Sailors enjoying their time on land
8. Thief, lures PC into trap and robs them

8

Settlement Factions

…se of Darby … led by the Elaine Anne Darby. … earldom of Lynnshaw, the knights of House Burroughs, great wealth and trading power.
Motive: Win power w/money, one day the Crown.
Notes: Famously hedonistic yet cunning.

Faction: Council of Aldermen
Make laws/decisions for Visbelot, meet monthly.
Assets: 3 per district, small budget from taxes.
Motive: Serve the upper class of Visbelot.
Notes: Only landowners/guild masters can vote, terms are 6 years, Royalist Party has the majority.

NPC: His Lordship John Redbore, the Bishop of the Diocese of Visbelot.
Unpopular new Bishop in his 50s who opposes much of Visbelot's businesses, yet believes he can combat sin by funding art projects.

Faction: The Borough Court
The secular court. Meets weekly. Fights with EC for jurisdiction constantly.
Assets: 1 jury of 12 for each district. Jurors are appointed by the Aldermen and serve for a season.
Motive: Instill royal law in Visbelot.
Notes: Adversarial system (advocate for each side)

Faction: The Ecclesiastical Court
The religious court. Meets weekly. Fights with BC for jurisdiction constantly.
Assets: Any clergy in the duchy can be a judge.
Motive: Instill God's law in Visbelot.
Notes: Inquisitorial system (judge investigates the case and interrogate the accused). Each parish has a churchwarden who investigates religious crime and refers cases to the Bishop, who assigns 1-5 judges (depending on the case's severity).

Faction: Keepers of the Queen's Peace
Security of the city and county.
Assets: 1 Sheriff + 2 chief constables, 1 coroner, and in each district: 12 watchmen, 1 elected parish coassable who pursues criminals, investigates crimes, and bollies the poor. Have a jail, 12 sentry towers, watchtower, guild hall + field (for army training), fleet (22 vessels), and can summon a militia of 2,000 soldiers or a posse of 3d10 knaves.
Motive: to enforce the Crown's authority.
Notes: the Sheriff enforces laws and maintains the armies over the whole county, and is frequently on the road. Prisoners are executed by dropping from the towers and drowning at sea.

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…Land: Upon entering this settlement, … hands players a sheet for notes. … lately learn some details with … knowledge. Each player picks a district … sheet: **Locations** or **NPCs & Factions**, and the referee reveals one detail. PCs with 4+ INT learn +1 detail, and PCs with 8+ INT learn +2 details.
Research: To reveal more, PCs can spend time asking around. On a successful DC 15 CHA check (1 hour long), they can reveal 2 details about a district they're in.

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Locations (by district wealth)

Poor	…	Dump	Smith
	…	Fighting pit	Stables
	Chapel	Fishmonger	Surgeon/Barber
	Butcher	Gallows	Tannery
	Cooper	Livestock dealer	Wheelwright
	Dog den	Penner	Workhouse
Med	Apothecary	Clockmaker	Mill
	Barracks	Forester	Shoemaker
	Bathhouse	Granary	Tailor
	Bowyer/fletcher	Grocer	Tinker
	Candlemaker	Leatherworker	Weaponsmith
	Carpenter	Mason	Weaver
Rich	Armorer	Glassmaker	Restaurant
	Cartographer	Hatter	School
	Clothier	Jeweler	Scrivener
	Engraver	Merchant house	Sheriff station
	Fence/mental	Moneylender	Spicemonger
	Florist	Painter	Vintner
Cities Only	Art dealer	Foundry	Mint
	Bookseller	Guild hall	Orphanage
	Clockmaker	Hay seller	Physician
	Curiosity shop	Lawyer	Salon
	Postmaster	Locksmith	Sculptor

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Lodging (1d20+C1IA)

…can be made per district, per night. On … less, the PC can't secure lodging in … .

	9-12	13-16	17-20
Poor	**Trap House** No food	**Stables** No food	**Almshouse** 1 free meal/day
Med	**Temple** Room = 3 cp	**Flophouse** Room = 1 cp	**Farmer** 1 meal for chores
Rich	**Tavern inn** Private room = 1 meal = 5 cp	**Friendly local** Room + 1 free meal/day	**Noble manor** Private room + 3 free meals/day

Once a PC has secured lodging, they can keep using that same option. They hear one rumor each week. If they sleep on the streets, roll 1d6 nightly: 1. robbed, 2. fined, 3+ nothing.

Appendix C: Character Advancement

Characters can advance in level and improve in their abilities. The referee will decide a scheme for determining when characters gain new levels. A handful of options are below.

1. Milestones: the referee may decide to automatically grant new levels after a certain period of time has passed, progress has been made in the story, or on a regular session-based schedule.
2. Treasure: every copper piece a PC acquires in the course of adventure is counted as one "experience point" (XP), with new levels gained every 1000 XP. The referee may also require that this copper be *spent* on leveling, and thus, cannot be spent on goods and services.
3. Danger: whenever a PC defeats or overcomes a source of danger, such as monsters, traps, survival challenges, and so on, the referee might grant XP rewards. PCs receive 50 XP for low-risk accomplishments, 100 XP for moderate-risk accomplishments, and 200 XP for high-risk accomplishments. The referee should freely notify the PCs of how much XP different objectives are worth when asked.

When a PC gains a level, they roll a number of d8s equal to their new level to find their new HP maximum. If the result is less than their previous maximum, their maximum HP increases by 1. They also raise the bonus of 3 different abilities of their choice by 1 point. Abilities may never be raised higher than +10. The maximum level that a character can reach is 10.

If you're group is using the **Enchiridion of Fates and Fortunes**, it has its own advancement rules that replace any of these options.

Appendix D: Related Games to Plunder

Mr. Milton designed *Knave* as a "rules toolkit," so the potential to hack the game is endless. If you want to see some alternatives to *Brave*, or you just like seeing the kinds of houserules people make for a system like this, I'm recommending you check out the following systems.

1. **Knave++**, by "Agile Goatman" at *The Man With a Hammer* blog, mostly compiled in a Google Doc.
2. Lots of material from "Valzi" at the *Buildings are People* blog in their 29 August 2018 post.
3. **To Blave!** by Thomas Davis.
4. **Grave** by Jason Tocci.
5. **Crave** by u/n4tune8 on Reddit.
6. **Swords & Sinners** by Ryan Heffelfinger (Bluelotis).
7. **Arcane Ugly** by Trent Holbrook (Miscast)
8. **Cairn** by Yochai Gal

Appendix E: Monsters

It's recommended that the referee use the **Bestiary of Freaks and Fiends** as their primary resource of monster information in this game. However, monsters from OSR games should work as-is in *Brave* with little conversion needed. Here are some guidelines.

Hit Dice/Hit Points: All monster hit dice can be assumed to be d8s unless otherwise specified. To get the monster's hit points, just multiply the number of hit dice they have by 4 (or 5 if you're feeling mean.)

Armor: Monster AC (if ascending) can be kept. If the AC is descending, subtract it from 19 (if it is from OD&D or B/X D&D) or from 20 (if it is from AD&D) to find its ascending equivalent.

Attack Bonus: Any attack bonus given is unchanged and can be added to both melee and ranged attacks. If no attack bonus is given, use the monster's number of hit dice.

Damage and Morale: Each remains the same.

Checks: Since OSR monsters usually don't have ability scores, assume they have bonuses equal to their level.

Example: *A typical 4 HD monster would have a bonus of +4 in all of its abilities by default, unless modified by the referee.*

While HD can substitute for "level" in most cases, NPCs who are just regular people without any class levels can be considered "0th level" and only have 1 HD or less. All knaves have at least 1 class level.

F: Ludography

Aside from *Knave* itself, many other games and designers influenced *Brave*. Those whose content I directly plundered fall within the Open Gaming License (OGL).

1. 1974 OD&D by Gary Gygax and Dave Arneson, for countless nonsense in this game.
2. David Black's *The Black Hack*, mostly for Usage Dice.
3. Death and Injury: Adapted from Trollsmyth (James Brian Murphy), itself adapted from Robert Fisher's version of "Death and Dismemberment."
4. I swear the "Potent Potables" idea came from something Patrick Stuart once said but I can't find where.
5. Most of the Artisan Kits are taken from D&D 5th Edition (from Wizards of the Coast), as are the conditions and a lot of various terminology.
6. Adversary Rosters are mostly an innovation of Justin Alexander at his blog, *The Alexandrian*. He's also covered Scenario Timelines pretty well.
7. Goodman Games' *Dungeon Crawl Classics* came up with the "funnel adventure."
8. The example dungeon in Appendix A is Ben Milton's *Drums in the Deep* with some adaptations.
9. "Handy slots" are taken from Agile Goatman at his blog, *The Man With a Hammer*.
10. The combat conditions are inspired by those in D&D 5th edition but are more flexible, of course.
11. Cohorts are inspired by the "detachments" from Chris McDowell's *Into the Odd*, with additional suggestions from Gundobad of Gundobad Games.

You're encouraged to hack this up and mix it with any other RPG resources you have access to. Make it your own, and don't forget to attack the PCs' equipment.

Thanks

Brave is a derivative of *Knave*, by Ben Milton. As such, I owe nearly everything to him. Both of these works are released under the **Creative Commons Attribution 4.0 International License**. You are free to share and adapt this material for any purpose, including commercially, as long as you give attribution. This game was made using the standard font Garamond and the free fonts Hamlet Tertia 18 and Black Castle MF. I made the art myself.

A thanks to all the people who playtested my game and gave feedback, including my players **Chris Glock**, Alexander Goldberg, Jesse Gowland, CipheredYT, Jared McDonough, Jacob McFadden, Tyler Teachey, Caitlin Vasta, Ryan "Gigger" Geiger, Ben Dzuricky, and everyone else who gave it a spin. An extra special thanks to my brother Sam, who brought me into the hobby.