

MAZE KNIGHTS

VERSION 0.0.10

**Warning: Until Maze Knights reaches version 0.1.0 it will be highly unstable.
Rules, classes, tables, etc. are subject to frequent major revisions.**

OVERVIEW

ADVENTURE GAMES

Maze Knights is a tabletop adventure game (also known as a roleplaying game, or RPG) of exploration and problem-solving. One player acts as the **Referee** (Ref) while the remaining players play as **Player Characters** (PCs).

THE CONVERSATION

Although paper, pencils, and dice are involved, the core of *Maze Knights* is a conversation; the Referee tells the players what is happening, the players tell the Ref what their PCs do in response, and the Ref describes how their actions in turn affect the world.

THE PREMISE

- ▶ **The World of *Maze Knights*:** *Maze Knights* takes place on a world overgrown with life, humming with magic, and strewn with the wreckage of arks: massive incomprehensible craft used to sail the aetherium between planes of existence, ranging from the refurbished skulls of solar titans, to golden clockwork spheres or geodes the size of castles. *Maze Knights'* plane happens to lie within a vast anti-aetherial bubble, causing any arks that pass too close to be violently hurled out of the aetherium and then directly into the side of a mountain. These regular impacts have broken the planet's surface into a maze of canyons, craters, and ravines. They have also flooded the planet's ecosystem with magic, monsters, and artifacts from across the multiverse.
- ▶ **Mazegate:** Mazegate is the home base of the PCs, a vertical city built into a massive spire of rock rising from a wide lake ringed by cliffs. Shielded from monsters and other threats by the manatech it has salvaged from wrecked arks, Mazegate has grown into a thriving, powerful metropolis, densely inhabited by crash survivors from a thousand realities. Recently, rumors have begun reaching Mazegate of other cities and settlements that have sprung up in recent years, and factions within the city have begun formulating plans to contact them.
- ▶ **Maze Knights:** All PCs are Maze Knights, explorers commissioned by the Guilds of Mazegate to push out into the broken, overgrown landscape to uncover new arks, retrieve mana, slay threats great enough to threaten Mazegate, and forge safe routes to other cities. Completing these missions allows Maze Knights to rise in rank within their guild and receive training that unlocks more of their potential.

REFEREE DUTIES

- ▶ **Facilitate the Game:** The referee hosts the game and keeps things moving along.
- ▶ **Arbitrate:** The referee should act as a neutral arbiter rather than a friend or foe of the PCs. They will need to make fast and fair judgment calls on a regular basis, and then apply these rulings consistently. If they roll dice to decide an outcome, they should roll them in the open and abide by the results. Rewards should be earned and penalties should be deserved.
- ▶ **Customize the Game:** The referee may create rules, remove rules, or alter rules to suit their preferences. They should make sure that the players are on board with any changes.
- ▶ **Prepare for Sessions:** The referee should provide an "adventuring environment" for the PCs to explore, dense with risks, rewards, problems and choices. *Maze Knights* comes with a pre-made adventuring environment, but referees can and should alter it to suit their needs or create their own. Player freedom in choosing how to explore this environment is paramount; the referee should never prepare a pre-ordained series of events they wish the players to follow.
- ▶ **Challenge the Players:** The goal of *Maze Knights* is to challenge the players rather than the PCs, to make them think about each situation and how they can overcome it or turn it to their advantage. Every session should be brimming with tough choices to make, risks and rewards to weigh, and problems to solve. A good problem:
 - A.) Is obviously a problem,
 - B.) Can be solved with common sense,
 - C.) Has no one simple solution,
 - D.) Has many difficult solutions, and
 - E.) Has a reason to be solved.
- ▶ **Give the PCs Tools:** By giving the PCs tools with powerful but very specific functions, the referee gives them new ways to interact with the world. They turn every obstacle into a puzzle by challenging players to beat it with the odd assortment of items at hand. They encourage creative solutions.
- ▶ **Portray the World:** The referee plays everything in the game other than the PCs. Their goal should be to convey a world that feels real, with its own internal logic rather than being tailored for the PC's success. They should be generous with how much information they give out so players have something to go on when making choices and don't feel forced into arbitrary decisions.

PLAYER DUTIES

- ▶ **Play a Character:** Players should try to bring their PC to life in whatever way is most enjoyable for them and the rest of the table. This will be different for every player. Some players prefer to stay in character and put on a voice, while others take a more removed, third-person approach.
- ▶ **Take Initiative:** There are no story arcs in *Maze Knights*, only a world filled danger and possibility. Players should set their own goals and work with the other players and the referee to make their own fun rather than waiting for the plot to arrive.
- ▶ **Collaborate:** The players are a Party: a group of explorers banded together by friendship, common goals, or simply shared survival. Teamwork, cooperation, and strategy are key elements of good play, especially if the player wants their PC to live a long life and level up.
- ▶ **Scheme:** Every time the dice are rolled, there is the possibility of failure. In a dangerous world, frequent failures can quickly lead to a PC's demise. Players should work to create plans that don't require any dice rolling.
- ▶ **Ask Questions:** Information is the lifeblood of adventure games. Players should be constantly prodding the referee for more information and tracking it in their notes. Every detail can make the difference between victory and defeat.
- ▶ **Embrace Failure:** Adventure is inherently dangerous. Characters will die and missions will fail over the course of the game due to poor decisions, bad luck, or devious enemies. Good players learn to enjoy these dramatic twists as they make for great stories, allow players to try out new characters, and put the party in exciting and challenging new situations.
- ▶ **Fight Dirty:** Adventure environments are designed to test the players' strategic and lateral thinking skills, which means there will frequently be monsters and obstacles too difficult for PCs to brute force their way through. Stealth, backstabbing, traps, and other "dishonorable" tactics may often be required if the party wishes to get out alive.
- ▶ **Treat The World As If It Were Real:** Unlike in a video game, *everything* matters in a tabletop adventure game. There is no fluff and no flavor text. Any detail could be of critical importance in the right situation. Good players pay attention, take nothing for granted, and use everything in the world to their advantage.

PCs

- ▶ **XP and Level:** PCs start at level 1. PCs can gain experience points (XP) by discovering new locations, completing missions, retrieving magical relics, and defeating foes dangerous enough to threaten Mazegate. Every 1000 XP, the PC gains a level and some new abilities.
- ▶ **Type:** A PC's type sets their traits, planar abilities, item slots and hit points. **Examples:** *Skeleton, Ooze, Human, Fungus, etc.*
- ▶ **Guild:** A PC's guild sets their connections, traits, guild abilities, and equipment. **Examples:** *Tower Mage, Cauldroner, Lantern Witch, etc.*
- ▶ **Traits:** Traits are stand-out features of the PC, like Mighty, Swift, Stealthy, Alchemist, Archer, or Hammer Fighter. Traits usually grant a +1 bonus to related tests.
- ▶ **Hit Points (HP):** HP represents the amount of damage a character can take before they go down (and possibly die). A PC's HP maximum is based on their type and typically starts around 10.
- ▶ **Armor:** A PC's armor rating ranged from 0 to 3, depending on the armor worn. Armor is subtracted from damage the PC receives.
- ▶ **Item Slots:** PCs have an inventory made up of a number of item slots determined by their type. Most items take up one slot, but larger items like armor make take up more. Retrieving an item from the inventory takes two actions during combat.
- ▶ **Belt:** PCs have a second inventory called the Belt that has 4 item slots. Items on the belt can be freely switched into the PC's hands without using any actions. Items the PC is holding should be noted on the belt.

DICE

- ▶ **Type:** *Maze Knights* only uses six-sided dice.
- ▶ **Notation:** A die is sometimes abbreviated as a "d6." The sum of two dice is "2d6." Adding 1 to two the sum of two dice is "2d6+1."
- ▶ **36-Entry Tables:** Some random tables have 36 entries on them, divided into six groups of six entries. To roll a random entry, roll two dice. The first die indicates the group, while the second die indicates the entry in that group. **Example:** *rolling "4, 2" indicates group 4, entry 2.*

TESTS

TYPES OF ACTIONS

- ▶ **Trivial Actions:** An action that has virtually no chance of failure or where failure would be inconsequential is Trivial. Trivial actions automatically succeed. **Examples:** *Sneaking past an unconscious guard, breaking down a wooden door with no time pressure.*
- ▶ **Risky Actions:** An action that has a chance of failure and risks something important is Risky. Risky actions require a Test to find out what happens. **Examples:** *Intimidating a bandit, wounding an enemy.*
- ▶ **Impossible Actions:** An action that has virtually no chance of success is Impossible and automatically fails. **Examples:** *Making a sword without tools, reading an unknown language, persuading a jailer to release you.*
- ▶ **Making Actions Easier:** Impossible actions can be made Risky and Risky actions can be made Trivial if the PCs have a clever plan or if enough time, manpower and resources are devoted to the problem.

MAKING A TEST

- ▶ **Intent and Approach:** The player states the PC's goal and how they want to achieve it.
- ▶ **Consequences:** The referee states what is at stake and the consequences for failure.
- ▶ **Modifier:** The referee evaluates the situation as a whole and determines a modifier by looking at advantages or disadvantages the PC might have.
 - **Major advantage:** +2 modifier
 - **Minor advantage:** +1 modifier
 - **Minor disadvantage:** -1 modifier
 - **Major disadvantage:** -2 modifier
- ▶ **Modifying Factors:**
 - The PC's **traits**.
 - The **difficulty** of the task.
 - The effectiveness of the PC's **approach**.
 - Any **equipment** being used.
 - How much **time** is being spent.
 - The traits, approach, equipment, etc., of any **opposing NPCs**.
 - Any other **relevant factors**.
- ▶ **The Roll:** The player rolls a die and adds the modifier. The referee then states the result based on the total:
 - **7 or more: Triumph.** The PC succeeds with increased or additional benefits.
 - **4-6: Success.** The PC achieves their goal.
 - **1-3: Failure.** The PC fails to achieve their goal and suffers the consequences.
 - **0 or less: Disaster.** The PC fails with worse or additional consequences.

SOLVING PROBLEMS

Whenever possible, the players' problem-solving skills should be challenged rather than the PCs'. Situations involving puzzles, reading NPCs' motives, creating plans, etc. should usually be resolved using the players' brainpower rather than a test. Exceptions can be made for situations where this would be tedious, like picking a lock.

SOCIAL TESTS

- ▶ **Traits for Social Tests:** Traits like intimidating, persuasive, deceptive, and so on don't exist in *Maze Knights*. Players are expected to simply describe what their PC says, choosing an approach that puts them at an advantage or makes the task trivial.
- ▶ **Modifying Factors:**
 - The target's **personality** and **disposition**.
 - Whether or not the target and the PC are in **alignment** morally, politically, etc.
 - The strength of the PC's **argument**.
 - **Incentives** like bribes, favors, threats, blackmail, etc.
 - Any other **relevant factors**.
- ▶ **Player Control of PCs:** PCs are usually not the target of social tests aiming to change their behavior. Players always have final say over how their PC acts, apart from extraordinary circumstances like mind control.

TRIUMPHS AND DISASTERS

Use this list as inspiration when you need to come up with additional benefits and penalties for triumphs and disasters.

- ▶ An **injury** is dealt or received.
- ▶ A strategic **position** is gained or lost.
- ▶ A **weakness** is exposed or protected.
- ▶ The **danger** level decreases or increases.
- ▶ **Progress** is gained or lost.
- ▶ An **opportunity** is gained or lost.
- ▶ An **item** is found, lost, repaired, improved, damaged, destroyed, etc.
- ▶ **Resources** are gained or lost.
- ▶ **Deals** are offered, refused, or modified.
- ▶ **Time** is gained or lost.
- ▶ A **reputation** or **relationship** is created, improved, worsened, or destroyed.
- ▶ **Allies** or **enemies** are made or lost.
- ▶ **Morale** rises or falls.
- ▶ A **debt** or **obligation** is created, expunged, altered, invoked, etc.
- ▶ Important **information** is discovered, destroyed, altered, etc.
- ▶ The **attention** of others is kept, lost, attracted, avoided, or manipulated.

COMBAT

THE COMBAT SEQUENCE

- ▶ **Rounds:** Combat is fought in rounds, with each side receiving one turn per round. When all sides have had their turn, the round ends and a new one begins.
- ▶ **Turn Order:** At the start of the first round, the Referee randomly determines the side's turn order, unless the order is obvious.
- ▶ **Actions:** Characters may act in any order on their side's turn and may take two actions each. Possible actions include:
 - **Move** 30 feet (1 action)
 - **Drink** a potion (1 action)
 - Cast a **spell** (1 action)
 - **Aim** a ranged weapon (1 action)
 - Perform a **feat** (1 action, once per turn)
 - **Attack** an enemy (1 action, once per turn)
 - **Retrieve** an inventory item (2 actions)

FEATS

- ▶ **Feats:** Feats are maneuvers meant to trivialize attacks or grant advantage. Characters locked in melee combat usually attempt a feat right before making an attack. Risky feats are resolved by a test.
- ▶ **Examples:** Pushing, tripping, stunning, disarming, pickpocketing, climbing, restraining, distracting, taunting, or intimidating an enemy.
- ▶ **Modifying Factors:**
 - Both characters' **traits, positioning, size, morale, equipment, and armor.**
 - Whether one side is **outnumbered.**
 - Whether one side is **surprised.**
 - Any other **relevant factors.**
- ▶ **Results:** Check the test's result:
 - **7+: Triumph.** The feat is highly effective.
 - **4-6: Success.** The feat is successful.
 - **1-3: Failure.** The feat fails.
 - **0 or less: Disaster.** The target of the feat turns the tables somehow.

DAMAGE

When a character takes damage, the referee may either apply flat damage or roll it.

- ▶ **Unarmed Attacks:** 2 damage (1d6-2)
- ▶ **Improvised Weapons:** 3 damage (1d6-1)
- ▶ **Standard Weapons:** 4 damage (1d6)
- ▶ **Masterwork Weapons:** 5 damage (1d6+1)
- ▶ **Legendary Weapons:** 6 damage (1d6+2)
- ▶ **Giant Weapons:** 8 damage (2d6+1)
- ▶ **Explosions:** 10 damage (2d6+3)
- ▶ **Falling:** 1 damage per 5 feet fallen
- ▶ **Torch:** 1 damage per second
- ▶ **Campfire:** 2 damage per second
- ▶ **Bonfire:** 3 damage per second

MELEE ATTACKS

- ▶ **Attack Test:** Risky attacks are resolved by a test. Trivial attacks are always triumphs, impossible attacks are always disasters.
- ▶ **Modifying Factors:**
 - Both characters' **traits, size, visibility, weapons, elevation, and positioning.**
 - Whether one side is **outnumbered, surprised,** or making a **called shot.**
 - Any other **relevant factors.**
- ▶ **Reckless Attack:** A reckless attack gives the attacker an advantage at the cost of them always taking damage from the defender, even if the attack succeeds (unless the defender is using a full defense).
- ▶ **Full Defense:** If the defender uses a full defense it puts the attacker at a disadvantage, at the cost of the defender not dealing damage even if the attacker fails.
- ▶ **Results:** Check the test's result:
 - **7+: Triumph.** Attacker deals double damage to the defender, minus their armor.
 - **4-6: Success.** Attacker deals damage to the defender, minus their armor.
 - **1-3: Failure.** Defender deals damage to the attacker, minus their armor.
 - **0 or less: Disaster.** Defender deals double damage to the attacker, minus their armor.

RANGED ATTACKS

- ▶ **Requirements:** Ranged attacks cannot be made in melee combat and must have a line of sight to a target within range.
- ▶ **Firing Into Melee:** If the target is in melee, the actual target will be randomly chosen.
- ▶ **Attack Test:** Risky attacks are resolved by a test. Trivial attacks are always triumphs, impossible attacks are always disasters.
- ▶ **Modifying Factors:**
 - The attacker's **traits and weapon.**
 - Whether the attacker has spent time **aiming** or is making a **called shot.**
 - The target's **visibility, cover, size, and range** from the attacker.
 - Whether the target is **surprised.**
 - Both characters' **elevation.**
 - Any other **relevant factors.**
- ▶ **Results:** Check the test's result:
 - **7+: Triumph.** Attacker deals double damage to the target, minus their armor.
 - **4-6: Success.** Attacker deals damage to the target, minus their armor.
 - **3 or less: Failure.** No damage is dealt.
- ▶ **Track Ammunition:** PCs should track their ammunition with tally marks. Most quivers or bags can hold 24 ammo.

MORALE

- ▶ **Breaking Points:** Most NPCs will engage in common-sense tactics when losing a fight, retreating, negotiating a truce, etc. However, at certain points the referee may test NPCs to see if their morale breaks. These points will vary between NPCs, but common breaking points include when:
 - The NPC loses half of their HP (if alone).
 - The NPC loses half their side.
 - The NPC loses their leader.
 - The NPC is surprised.
 - The NPC is attacked by magic or something else they are frightened of.
- ▶ **Modifying Factors:**
 - The NPCs' **traits, training, natural disposition, phobias, and experience.**
 - Whether the NPCs are **outnumbered.**
 - The PC's **reputation.**
 - The **length** of the battle.
 - Any other **relevant factors.**
- ▶ **Results:**
 - **7+: Triumph.** Morale improves.
 - **4-6: Success.** Morale holds, and the NPCs continue to make reasonable decisions.
 - **1-3: Failure.** Morale breaks, and the NPCs rout in a panic.
 - **0 or less: Disaster.** Morale breaks completely, and the NPCs surrender.

INJURY AND DEATH

- ▶ **NPC Death:** NPCs die at 0 HP.
- ▶ **PC Death:** Roll a die on the following table when a PC drops to 0 HP. If they were dealt more damage than they had HP, subtract the excess damage from the roll. *Example: if a character with 2 HP is dealt 5 damage, the player would roll a die and subtract 3 from it.*
 - 4-6: Unconscious:** The PC collapses to the ground and is unresponsive. Any damage will kill unconscious characters. They will wake up with 1 HP after 10 minutes.
 - 2-3: Unconscious and Bleeding:** As Unconscious, but also roll a die at the end of each round; on a 1, the bleeding PC dies. The bleeding can be halted as long as another character actively provides medical aid to them. After 10 minutes of aid, the bleeding effect ends. When the PC wakes up, they will have a random injury.
 - 1: Death:** The PC dies.

RECOVERY

Characters recover 1 HP every morning if they ate and had a restful sleep the night before. Faster HP recovery requires healing potions or other forms of magic.

POTIONS

Potions are alchemical concoctions that grant the drinker a spell to cast within one round.

► **Potion Limit:** Every character has a limit to the number of potions they can safely drink per day (0 by default). Each time a character exceeds their limit, roll a die.

- **6:** The potion takes effect.
- **5-6:** The potion takes effect but the drinker takes d6 damage.
- **2-3:** The potion fails to take effect and the drinker takes d6 damage.
- **1:** The potion fails to take effect, the drinker takes d6 damage and gains a random mutation.

► **Brewing Potions:** Brewing a random potion requires the Alchemy trait, alchemy equipment, 1 of each reagent, and 10 minutes. If the character wants to create a specific potion, they must have a recipe and the reagents from that recipe. All potions become inert at sunrise each day.

REAGENTS

► **Reagents:** Reagents are potion ingredients that characters can buy in cities or attempt to harvest on their own. There are three types: **Salt**, **Nectar** and **Bile**. A sack occupying 1 item slot can hold up to 10 reagents. Reagents cost 20 gold each.

► **Finding Reagents:** Salt can be refined from mineral deposits underground, Bile is extracted from the bodies of dead monsters, and Nectar is distilled from rare plants found in the wilderness.

► **Harvesting Reagents:** Harvesting reagents takes 10 minutes of work per unit.

POTION GENERATION

To randomly generate a potion, roll on the table below to find the name format.

1. [Quality] [Element]
2. [Quality] [Form]
3. [Element] [Form]
4. [Quality] [Element] [Form]
5. [Form] of [Element]
6. [Form] of [Quality] [Element]

Each bolded word has 6 tables associated with it. Roll a die to find the correct table, and then roll on that table to find the final entry. The referee has final say over the potion's effects.

RECIPES

PLACEHOLDER SPELLS

1. **NAME. 1 Salt, 2 Bile, 3 Nectar.** Heal 1d6 damage. Lormem ipsum. Lormem ipsum. Lormem ipsum.
2. **NAME. 1 Salt, 2 Bile, 3 Nectar.** Heal 1d6 damage. Lormem ipsum. Lormem ipsum. Lormem ipsum.
3. **NAME. 1 Salt, 2 Bile, 3 Nectar.** Heal 1d6 damage. Lormem ipsum. Lormem ipsum. Lormem ipsum.
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AGGRESSIVE QUALITIES

Bashing	Corroding	Electrifying
Binding	Crushing	Excruciating
Blinding	Deafening	Freezing
Burning	Detonating	Harassing
Choking	Disintegrating	Impaling
Consuming	Draining	Imprisoning
Infecting	Poisoning	Smothering
Liquefying	Pummeling	Strangling
Mutating	Rending	Stinging
Paralyzing	Scourging	Tearing
Petrifying	Shattering	Twisting
Piercing	Slicing	Withering

OTHER QUALITIES

Addicting	Cultivating	Fusing
Adhering	Dazzling	Ghostly
Ancient	Dividing	Grasping
Black	Duplicating	Haunting
Blossoming	Evolving	Inflating
Cacophonous	Extinguishing	Inverting
Invigorating	Prismatic	Summoning
Invisible	Shapeshifting	Tiny
Invulnerable	Shivering	Transmuting
Lubricating	Singing	Unlocking
Multiplying	Spawning	Vast
Numbing	Sudden	Whispering

SOLID ELEMENTS

Amber	Chitin	Fungus
Bark	Clay	Glass
Bone	Crystal	Ice
Bread	Flesh	Iron
Brimstone	Flower	Ivory
Candy	Fruit	Leaf
Moss	Rust	Stone
Obsidian	Salt	Sugar
Paper	Sand	Thorn
Plant	Silk	Vine
Root	Skin	Wax
Rubber	Soil	Wood

LIQUID ELEMENTS

Acid	Foam	Marmalade
Beer	Glue	Molasses
Blood	Honey	Milk
Brine	Ink	Mud
Butter	Jelly	Oatmeal
Cider	Lava	Oil
Paint	Resin	Tar
Phlegm	Saliva	Tea
Poison	Sap	Tears
Pudding	Slime	Vinegar
Pus	Soup	Water
Quicksilver	Syrup	Wine

DEFENSIVE QUALITIES

Abjuring	Countering	Disguising
Absorbing	Curing	Dispelling
Armoring	Cushioning	Entangling
Banishing	Deflecting	Evading
Camouflaging	Disappearing	Guarding
Concealing	Disarming	Hardening
Healing	Patrolling	Secluding
Hindering	Preserving	Sheltering
Invigorating	Reflecting	Shielding
Mending	Regenerating	Stabilizing
Nullifying	Resurrecting	Turning
Obscuring	Sealing	Warding

MENTAL QUALITIES

Avenging	Commanding	Disgusting
Awakening	Communicating	Disturbing
Bewildering	Enticing	Dreaming
Calming	Deceiving	Emboldening
Charming	Deciphering	Encoding
Compelling	Demoralizing	Enraging
Foreseeing	Mesmerizing	Revoltng
Horrifying	Mindreading	Saddening
Hysterical	Mocking	Scrying
Intimidating	Pacifying	Sobering
Intoxicating	Persuading	Terrifying
Maddening	Revealing	Wearying

GASEOUS ELEMENTS

Ash	Mist	Incense
Blizzard	Fragrance	Miasma
Breath	Fume	Perfume
Cloud	Hail	Plague
Dust	Haze	Pollen
Fog	Hurricane	Powder
Rain	Spark	Thunder
Sandstorm	Spice	Tornado
Smog	Spore	Vapor
Smoke	Steam	Weather
Snow	Stench	Whisper
Soot	Storm	Wind

ANIMAL ELEMENTS

Ant	Chipmunk	Fly
Bat	Cockroach	Frog
Bee	Crab	Hornet
Beetle	Crow	Hummingbird
Butterfly	Firefly	Ladybug
Centipede	Flea	Leech
Lizard	Mouse	Silkworm
Locust	Parakeet	Snail
Maggot	Rat	Sparrow
Mantis	Scorpion	Spider
Mole	Serpent	Squirrel
Mosquito	Shrimp	Worm

MOTIVE QUALITIES

Accelerating	Creeping	Expanding
Animating	Dancing	Floating
Attracting	Descending	Flying
Burrowing	Delivering	Galloping
Climbing	Diminishing	Leaping
Crawling	Enveloping	Oozing
Phasing	Reversing	Slithering
Pulsing	Rolling	Stalking
Pursuing	Rotating	Swarming
Rearranging	Scouting	Teleporting
Repelling	Shooting	Transporting
Retrieving	Sliding	Whirling

PERSONALITY QUALITIES

Befuddled	Curious	Hateful
Cautious	Devious	Haughty
Condemning	Disloyal	Helpful
Courteous	Envious	Honorable
Cowardly	Erudite	Inexorable
Cunning	Flighty	Irascible
Jovial	Melancholic	Serene
Lethargic	Menacing	Splendid
Loyal	Mystical	Subtle
Magisterial	Obsequious	Vile
Malevolent	Obstinate	Voracious
Maniacal	Savage	Wretched

ABSTRACT ELEMENTS

Autumn	Dream	Growth
Chaos	Evolution	Harmony
Cold	Fire	Life
Darkness	Heat	Light
Death	Ghost	Lightning
Distortion	Gravity	Memory
Mind	Soul	Sun
Mutation	Sound	Moon
Probability	Spring	Speed
Radiation	Star	Void
Rot	Stasis	Warp
Shadow	Summer	Winter

ITEM ELEMENTS

Arrow	Chain	Heart
Bell	Claw	Pillow
Branch	Coin	Hook
Button	Egg	Key
Candle	Eye	Knife
Card	Feather	Lung
Marble	Rag	Spike
Nail	Rope	Splinter
Needle	Salve	Talon
Page	Seed	Thread
Pen	Shard	Tooth
Skull	Shell	Wire

STRUCTURE FORMS

Altar	Catapult	Forge
Bed	Chariot	Fortress
Brazier	Cottage	Fountain
Bridge	Cradle	Garden
Carriage	Dais	Gate
Cart	Feast	Gibbet
Library	Pulpit	Trap
Monolith	Ship	Tree
Oven	Shrine	Tub
Path	Stone circle	Tunnel
Pool	Throne	Wall
Prison	Tower	Well

ITEM FORMS

Armor	Book	Cloak
Arrow	Boots	Collar
Axe	Bow	Crown
Banner	Cauldron	Drum
Bell	Censer	Gloves
Belt	Chalice	Hammer
Helm	Mask	Shackles
Horn	Mirror	Shield
Key	Net	Spear
Knife	Pole	Spectacles
Lantern	Quill	Sword
Lute	Ring	Wheel

POTION BOTTLE SHAPE

Amphora	Crescent	Gourd
Beer bottle	Cruet	Hand
Bell	Dodecahedron	Head
Bulbous	Dragon	Hexagon
Carton	Egg	Horn
Cone	Faceted	Hourglass
Humanoid	Owl	Teardrop
Icosahedron	Pineapple	Tower
Lion	Pyramid	Tree
Mason jar	Rectangular	Triangle
Octahedron	Skull	Vial
Oval	Spherical	Wine bottle

POTION QUIRKS

Bubbling	Droning	Glimmering
Buzzing	Filmy	Glittering
Chilled	Fizzing	Glowing
Churning	Foaming	Gurgling
Cool	Foggy	Hissing
Crackling	Frosted	Hot
Humming	Roiling	Swirling
Living	Separated	Twitching
Popping	Simmering	Vibrating
Pulsing	Smoking	Warm
Reflective	Steaming	Whirlpool
Rippling	Sweating	Whistling

DYNAMIC FORMS

Arc	Bubble	Explosion
Beacon	Burst	Eye
Beam	Cascade	Face
Blast	Coil	Fall
Bloom	Dance	Feast
Bolt	Eruption	Finger
Gaze	Ray	Strike
Hand	Ripple	Tentacle
Lasso	Shard	Torrent
Loop	Song	Touch
Mouth	Spray	Wave
Pulse	Storm	Word

STATIC FORMS

Aura	Crater	Form
Barrier	Crystal	Halo
Blob	Cube	Helix
Circle	Cylinder	Hemisphere
Cloud	Disk	Hexagon
Cone	Fissure	Mound
Oval	Rectangle	Triangle
Pentagon	Shape	Tube
Pit	Sigil	Ward
Plane	Sphere	Web
Puddle	Square	Zigzag
Pyramid	Star	Zone

POTION COLOR

Alabaster	Canary Yellow	Dove Gray
Amber	Carrot	Electric Blue
Apricot	Champagne	Emerald
Blood	Cherry	Flesh
Bone	Clear	Fuchsia
Bubblegum	Copper	Fugilin
Golden	Maroon	Rainbow
Indigo	Mustard	Rose
Inky	Olive	Silver
Lapis	Opalescent	Sky Blue
Lavender	Plum	Turquoise
Lime	Pumpkin	Wine

POTION SCENT

Alcohol	Camphor	Leather
Almond	Cedarwood	Malt
Ammonia	Citrus	Manure
Apples	Cut grass	Medicine
Baby	Fish	Mint
Burnt Rubber	Incense	Mold
Nut	Popcorn	Sulfur
Ocean	Rain	Thyme
Old cheese	Rose	Tobacco
Paint	Skunk	Urine
Pine	Sour milk	Vinegar
Pineapple	Strawberry	Wet dog

CREATURE FORMS

Archer	Colossus	Guardian
Beast	Commander	Guide
Berserker	Crawler	Hauler
Binder	Crusher	Healer
Burrower	Dancer	Herald
Climber	Elemental	Infiltrator
Counselor	Runner	Spirit
King	Scout	Stalker
Knight	Screamer	Steed
Parasite	Sentinel	Summoner
Piercer	Servant	Swarm
Queen	Skeleton	Thief

ANIMAL FORMS

Ape	Bull	Elephant
Armadillo	Cat	Fox
Badger	Chameleon	Goat
Bear	Crocodile	Goose
Beaver	Deer	Hawk
Boar	Eagle	Hippopotamus
Horse	Pteranodon	Tiger
Jellyfish	Pufferfish	Turtle
Octopus	Rabbit	Tyrannosaurus
Owl	Rhinoceros	Vulture
Peacock	Rooster	Whale
Porcupine	Shark	Wolf

POTION CONSISTENCY

Applesauce	Crystalized	Gritty
Batter	Curdled milk	Gruel
Blood	Egg whites	Heavy cream
Caramel	Egg yolks	Honey
Chalky	Gelatin	Ketchup
Cottage cheese	Glue	Maple syrup
Marinara	Orange juice	Stew
Marmalade	Porridge	Taffy
Mayonnaise	Pudding	Tar
Milkshake	Saliva	Toothpaste
Molasses	Slushy	Water
Oil	Snot	Yogurt

POTION TASTE

Alcohol	Chili Pepper	Crude Oil
Banana	Chocolate	Dandelion
Blood	Coconut	Dates
Butter	Coffey	Garlic
Candy	Copper	Ginger
Cherry	Cranberry	Grapefruit
Honey	Minerals	Plum
Horseradish	Mud	Rotten Egg
Lemon	Mustard	Soap
Licorice	Onion	Tears
Maple Syrup	Pear	Vanilla
Milk	Pickle	Wintergreen