

THE TOMBS

A1	B1	C1	D1	E1
A2	B2	C2	D2	E2
A3	B3	C3	D3	E3
A4	B4	C4	D4	E4
A5	B5	C5	D5	E5

ROOM CAPACITY

Hall	2
Antechamber	3
Chamber	4
Vault	6
Shrine / Rest	0

A Room at capacity blocks passage until entities are removed.

CHESTS

FL	LOOT ON	GOLD
1–3	6	6d6×18
4–6	5–6	4d6×12
7–9	3–6	2d6×6
10	always	–

DIFFICULTY

6	Simple
12	Moderate
18	Difficult
24	Daunting
30	Merciless

IN-GAME DAY

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ENTITIES						
ENTITY	COLOR	FL	HEALTH	ARMOR	SPEED	ATTACK
Ghoul	 Colorless	1+	18	3	6	1d6
Zombie	 Red	1+	24	0	4	1d6
Phantom	 Blue	4+	42	0	10	2d6
Demon	 Purple	4+	54	9	8	3d6
Ogre	 Green	7+	84	6	6	4d6
Maw	 Black	7+	60	12	12	2d12

FL = minimum floor. Add Health equal to level per player beyond four. Entities drop nothing. Each Armor point negates one full instance of damage.

SANITY	
Whole	No penalty
Strange	−1 to all rolls
Edge	−2 · loot every other round
Paranoid	−3 · Challenge 18 to loot
Lost	−4 · −1 move alt. rounds

TRAPS · ROLL 1D6 ON ENTRY	
1	12 damage, bypassing Armor. Listed room-trap effects override this table.
2	Speed −2 for 3 Rounds.
3	Bound. Cannot leave the Room for 1d4 Rounds.
4	Sanity Challenge (target 12) or drop one level.
5	Poisoned. 6 damage per turn for 3 Rounds.
6	Frozen. Lose the next turn.

SURVIVAL CLOCK · DAYS	
DAYS NO FOOD	PENALTY
1–3	None
4	−1 to all rolls · −6 max Health
5	−2 to all rolls · −12 max Health · −1 Sanity level
6+	−3 to all rolls · −18 max Health/day · −1 Sanity level/day
DAYS NO SHELTER	PENALTY
1–7	None
8	−1 to all rolls · −6 Health
9	−2 to all rolls · −1 Sanity level
10+	−3 to all rolls · −12 Health/day · −1 Sanity level/day

Hunger reduces maximum Health. It returns at 6 per in-game day fed; healing never restores it. Maximum Health cannot fall below 6.

SYNCHRONICITY	
Mono	2× dealt · ½ received · your color casts half gold
Dual	Immune to both types · 2× vs both · Colorless excluded
Full Spectrum	2× vs Colorless · ½ from Colorless · Colorless access
Mono-Type	Loot abilities doubled

STONES · 1D6 · VEIN YIELDS 1D6

1	 Ruby	+1 Magic, +1 Speed. ×6
2	 Sapphire	+2 Speed, +2 Magic. ×3
3	 Amethyst	+1 Power, +1 Health. ×6
4	 Emerald	+2 Speed, +1 Magic. ×3
5	 Topaz	Cast Gold Lightning ×6
6	 Obsidian	+2 Power. Resist Black

An emptied vein grays the region permanently. A day in gray forces Sanity Challenge (target 12).

PHENOMENA · 1D6 DAILY

1	 Sun	+1 to all rolls here
2	 Rain	Flora yields double
3	 Spring	All flora regrows today
4	 Shade	Sneak free · Sanity +6
5	 Storm	Spells ½ · loot breaks 1-3
6	 Harvest	Yields and depletion double

FLORA · 1D12 · LEAVE ONE, IT DOUBLES

1	 Red Rose	Restore 12 Health
2	 Orange Marigold	Restore 1 Sanity level
3	 Blue Bluebell	Restore 6 Armor
4	 Green Hellebore	Cleanse one ailment
5	 Purple Foxglove	+1 Magic until dive ends
6	 Black Batflower	Sanity –1. Recipes require it
7	 Red Muscaria	+1 Power until dive ends
8	 Orange Omphalotus	+1 turn next round
9	 Indigo Milk Cap	+1 Speed until dive ends
10	 Green Russula	Next attack poisons
11	 Amethyst Deceiver	Next spell casts twice
12	 Deadman's Fingers	Set Sanity = 2

EVENTS · ROLL 1D12 EACH MORNING THE INN OPERATES

2	The Lich Stirs	All characters lose 1 Sanity level. Tomb enemy spawn rates increase for one day. Cannot be negated by gold.
3	Illness Spreads	All characters who slept at the Inn roll Health Challenge (target 12). Failure: −12 Health, −1 to all rolls tomorrow. 100 gold donated negates.
4	The Inn Needs Repairs	Shelter cost doubles tomorrow. Sleepers anyway lose 1 Sanity. 200 gold restores normal cost.
5	Lean Times	Meal cost +18 gold for one day. 100 gold reduces back to normal.
6	Quiet Night	Standard costs. No event.
7	Square Watch	Add +1 to the Square Watch counter. At 3, a Festival is held tomorrow morning and the counter resets.
8	Traveling Merchant	Uncommon loot available at the Inn tonight only. 216-360 gold.
9	Local Rumor	Judge reveals one piece of information about the current Tomb floor's composition. 50 gold to Square triggers on a quiet night.
10	The Troupe Arrives	All characters +1 to rolls tomorrow. Meals halved tonight. 50 gold sponsors extends bonus a second day.
11	Fair in the Square	Contributors of 100+ gold gain +6 Health and +1 Sanity. All gain +6 on their first roll of the next day's Tomb dive.
12	The Banquet	All restore full Health and 1 Sanity. Survival clocks reset. Requires 500+ gold in patron contributions to trigger; otherwise treat as 11. 18+ The Town Endures The Town's collective will manifests as a moment of clarity — all players in Town restore Sanity to Whole if currently anything below. All survival clocks reset. The Square Watch counter advances by +2. The next 3 in-game days cannot suffer a Stage-2-or-worse Lich's Attention event. Requires modifier stack of +6 or more (Festival active AND major patron investment AND high Devoted Retainers). Very rare. The Lich respects what it cannot consume.

MODIFIERS · CUMULATIVE · CAPPED 2-12

Patron	+1 per 200 gold contributed yesterday (max +3)
Retainers	+1 per 3 active Retainers in the Town
Square	+2 during a Festival · −2 while Empty
Attention	−1 / −2 / −3 at Stages 1 / 2 / 3

COSTS · RESET DAILY

Meal	36
Shelter	72
Both	108

Patrons may sponsor meals and shelter for other players. Gold contributed counts toward event triggers.

RECOVERY · FULL NIGHT + MEAL

Health — 6 + (level)d6. −1 die per day a meal or shelter was missed since last full rest. Minimum 6.
Sanity — 1 level per full night of shelter, if fed within 3 days.



REPAIR

Armor	36 gold per point restored. Never above maximum. Armor does not recover through rest, food, or time.
Broken items	One quarter of sell value. Gear, Garment, Accessory, or loot. Returns intact with all effects.
Disposition	Two favored –20% · two distrusted +30%. Set at campaign start. Does not change.

WEEKLY · ROLL 1D8 AT THE START OF EACH IN-GAME WEEK

1	Injury	The Smith cannot work for 1d4 days.
2	Tools Broken	No recolors this week. Repairs take 1 in-game day instead of immediate.
3	Standard Week	The Smith works as usual.
4	Standard Week	The Smith works as usual.
5	Good Coals	All repairs cost half this week.
6	Disposition Drifts	Roll 1d6: 1-2 the favored colors swap with the distrusted. 3-4 one favored color becomes neutral. 5-6 disposition deepens — favored –30%, distrusted +40% — for the rest of the campaign.
7	Steady Hands	One recolor this week requires no gold. The Stone is still consumed.
8	Gratitude	The player who has paid the Smith the most this campaign receives one repair of any single item at no cost.

RECOLOR · ONE ITEM PER IN-GAME DAY

Bring the item and one Stone of the target color. The Stone is consumed. **36 gold.** An item cannot be made Colorless, and Colorless cannot be removed.

STONE	COLOR
■ Ruby	Red
■ Sapphire	Blue
■ Amethyst	Purple
■ Emerald	Green
■ Topaz	Orange
■ Obsidian	Black

The Smith does not buy, sell, or keep items.



THE SQUARE

Gold contributed to Square events grants stat bonuses to all characters the following in-game day.

SQUARE WATCH

Inn event 15 adds +1. At 3, a **Festival** is held the next morning: +2 to all floor rolls for one day, counter resets. While **Empty**: -1 to all floor rolls until reversed. No Festival during Attention Stage 3. Stage 4 resets the counter to 0.

Watch



IDOL TIERS

1	Personal Idol	1,000 gold · 1 day
2	Square Idol	5,000 gold · 3 days
3	Great Idol	15,000 gold + one Rare loot item · 7 days

An Idol without an inscription is Vanity. A wrong inscription grants half the boon and the full consequence.

INSCRIPTIONS

The Weaver's Mark	+1 Magic to all party members during Tomb dives. Stacks with Color Magic-aligned loot. Persists for the Idol's lifespan.
The Unbound's Sign	Sanity recovery doubled at the Inn. Lucid costs no gold while the Idol stands.
The Giver's Mark	All party members' survival clock penalties delay by 1 tier. The Banquet triggers at 300 gold instead of 500.
The Elemental Sigil	Smith disposition fixes to base price regardless of color. Elemental Call costs no gold.
The Celestial Mark	Full Sanity restoration for the dedicating party once per in-game week. The Town heals 36 Health per resident per day.
The Forest Sigil	The Forest's hostile encounters reduce by half for the party. Daedric Beings approach this party preferentially.

VANITY CONSEQUENCE

1	One Tier 1 Vanity Idol Active
2	One Tier 2 Vanity Idol OR Multiple Tier 1 Vanity Idols Active
3	One Tier 3 Vanity Idol OR Multiple Tier 2 Vanity Idols Active
4	Lich's Crown Inscription OR Multiple Tier 3 Vanity Idols



STAGE 1 · WATCHING

Trigger — first Floor 4 descent.

Inn −1 to Inn event rolls. Negative events triggered first.

Sanity Sanity Challenges in the Tombs target +2 (target 14 where 12 was, etc.).

STAGE 2 · REACHING

Trigger — first Floor 6 descent.

Inn −2 to Inn event rolls. Shrine and Rest spaces on Tomb floors 1-5 become unsafe.

Smith Smith adjustment events more likely (re-roll 1-2 on Smith table once per week, applied automatically).

Forest Colorless Drift more likely. Daedric Beings appear 50% less often.

Sanity Sanity Challenges in the Tombs target +4. Lost Sanity recovery requires 2 nights of rest instead of 1.

STAGE 3 · ACTIVE CONFLICT

Trigger — the Unbound set completed, or a Tier 3 Vanity Idol raised.

Inn −3 to Inn event rolls. Inn event table effectively locks to events 2-9 (negative half) for the duration.

Smith Smith refuses work from any player who has reached Lost Sanity. Disposition disregarded.

Forest Great Beings appear half as often. The Giver loses Health twice as fast if unfed.

Sanity All Sanity Challenges anywhere target +6. Even rest at Inn has a 1d6 chance per night of disturbed sleep (on 1: no Sanity recovery, drop 1 instead).

STAGE 4 · MANIFESTATION

Trigger — the Lich's Crown applied, or multiple Tier 3 Vanity Idols raised.

Inn Inn closes. Players cannot eat or sleep at the Inn. Survival clock advances unchecked.

Smith Smith flees the Town. Armor, loot, and equipment cannot be repaired or upgraded until the campaign resolves.

Forest Forest becomes hostile. Every visit triggers an additional enemy encounter (Entities, Floor 7-9 tier). The Square Watch counter resets to 0 and cannot advance.

Sanity All party members default to Lost Sanity while in the Town. Characters at Lost Sanity are at risk of being turned each Round in the Town.

DE-ESCALATION

1 → 0 7 consecutive in-game days without a Tomb dive past Floor 3. The Lich loses interest.

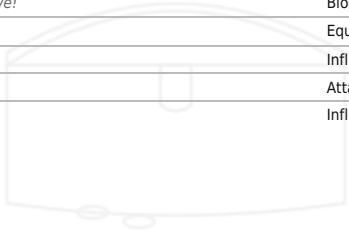
2 → 1 14 consecutive days without a Tomb dive past Floor 5, OR successfully sponsor a Banquet.

3 → 2 Destroy all Vanity Idols, OR destroy the Unbound set, OR successfully complete a campaign-defining narrative action the Judge agrees counts.

4 → 3 Cannot be de-escalated. Stage 4 only ends when the campaign resolves — Lich defeated, Town destroyed, or party departs the world entirely.



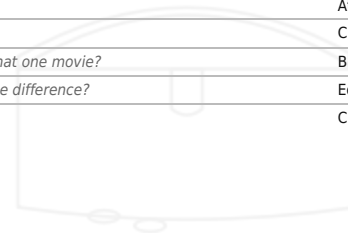
#	ITEM	COLOR	SELL	TYPE	EFFECT	ACTION
1	Ancient Coin	 Any	6×d100	Treasure	Stackable ×10. <i>Real historic value</i>	Influence
2	Sword	 Red	1d100	Gear	Attack all enemies in room. <i>I guess someone didn't need this anymore</i>	Attack
3	Dagger	 Purple	3d10	Gear	Attacks keep sneak. ... <i>or this.</i>	Attack
4	Red 1d6	 Red	1 level × 3d6	Treasure	Add result to any roll. <i>It's red.</i>	Influence
5	Grappling Hook	 Green	22	Gear	Ascend or descend one floor without using stairs. <i>Rope included</i>	Equip
6	Oracle Feather	 Orange	8d100	Treasure	Inspect one room per turn without entering. <i>Isn't that just a feather?</i>	Equip
7	Torch	 Orange	8	Gear	Repels Lesser Dead without dealing damage. <i>Let there be light.</i>	Attack
8	Needle & Thread	 Colorless	1	Gear	Grants +1 turn per round. Attack explodes on 1. <i>Watch it! Could poke someone's eye out with that thing...</i>	Equip
9	Shield	 Blue	×d10	Gear	+level Armor. <i>Worn and weathered</i>	Block
10	Skull Pristine	 Black	1000	Treasure	Immune to Poison. <i>Well look at that.. All the pieces intact.</i>	Influence
11	X-Color Ink	 Any	60d6	Treasure	Shift one loot item to chosen color. Stackable ×3. <i>Rich and Vibrant</i>	Equip
12	Skull Broken	 Blue	55	Treasure	Immune to Death effects. <i>Oh my..</i>	Influence
13	Tattered Ribbon	 Any	0	Treasure	If reduced to 0 Health, survive at 1 instead. <i>Well I'm sure it was a fine thing at some point.</i>	Equip
14	Tattered Scroll	 Purple	0	Treasure	Sanity −1. Stackable ×3. <i>Have to do I guess</i>	Inscribe
15	Rotted Fleece	 Red	0	Garment	Sanity −2. <i>P-ew</i>	Equip
16	Broken Sword	 Blue	1d10×1d10 (0=0)	Gear	Attack 3d6 exploding on 3. Sanity −1. <i>Really? That's it?</i>	Attack
17	Strange HeadCharm	 Any	0	Treasure	Nullify all Sanity effects on self. <i>And where did you say you found that again?</i>	Equip
18	Candles	 Any	1d6	Treasure	Sanity +1. Stackable ×6. Reveal invisible Characters in same room. <i>Really sets the mood</i>	Equip
19	Pile of Ashes	 Colorless	1	Treasure	Sanity −2. <i>Are you keeping that?</i>	Equip
20	Veteran's Guard	 Colorless	3d100	Garment	+20 Health, +2 Armor. <i>Bet I could take a hit in this</i>	Equip
21	Spy Glass	 Colorless	73	Treasure	+2 Magic. <i>You see it's really handy</i>	Equip
22	Witch Bloom	   Choose: Green / Black / Purple	11	Treasure	+1 Magic. Stackable ×5. <i>Smells like butter</i>	Equip
23	Tin of Fresh Cake	 All Color	27	Treasure	+1 to all stats. Stackable ×3. <i>Mmmm that's the stuff!</i>	Consume
24	Blue Sapphire	 Blue	9d10+99	Treasure	+2 Speed, +2 Magic. Stackable ×3. <i>So pretty</i>	Channel
25	Bottle of Wind	 Red	0+44d4	Treasure	+3 Speed, +1 Move. <i>Are you joking?</i>	Channel
26	Decaying Hand	 Black	33	Treasure	Attacks poison target. Attack 6d6 exploding on 6. <i>What are you going to do with that?</i>	Attack
27	Living Ivy	 Green	7d6	Treasure	Attacks within 1 space poison the target. <i>Don't take care of it—it'll thrive!</i>	Block
28	Sleek Gloves	 Black	7d100	Garment	+2 Speed, +1 Move. <i>Great fit, Honestly.</i>	Equip
29	Purple 1d12	 Purple	9d12	Treasure	Add result to any roll. <i>This one's purple</i>	Influence
30	Striking Stones	 Blue	50	Gear	+3 Power. Stackable ×2. <i>Nice rocks</i>	Attack
31	Green 1d10	 Green	47	Treasure	Add result to any roll. <i>Green this time</i>	Influence



THE LOOT TABLE

PANEL 09 • ROLLS 32–62 OF 121 • 1d100 + INFLUENCE

#	ITEM	COLOR	SELL	TYPE	EFFECT	ACTION
32	Unfilled Flask	 Colorless	33	Treasure	Set Sanity to Edge. <i>Pick that one up off the ground did you?</i>	Consume
33	Emerald Scroll	 Any	36d6	Treasure	+2 Armor, +1 Magic. <i>Well that's fun paper</i>	Inscribe
34	Boots that Fit	 Any	153	Garment	+2 Move, +1 Health. <i>Purrrfect</i>	Equip
35	False Crystal	 Colorless	7d8-5d8	Treasure	−10 Magic. This becomes +10 if paired with True Crystal. <i>Omg where'd you get that?</i>	Channel
36	Skeleton Key	 Colorless	3d6	Treasure	+2 Speed. <i>Uhm, why do you have that?</i>	Equip
37	Cloudy Orb	 Any	5d100	Treasure	+2 Magic. <i>Can't see a thing</i>	Channel
38	Black Emerald	 Choose: Black / Green	6d6×6d6	Treasure	Resistant to Black and Green damage. <i>What even is that?</i>	Channel
39	Fine Earrings	 Any	7d8×7d8	Accessory	+1d6 to rolls. May be fitted with one gem. <i>You can wear them with anything</i>	Equip
40	Zombie's Hand in a Bottle	 Red	87 +6d6	Treasure	If reduced to 0 Health, revive as a Zombie. <i>Gnarly</i>	Channel
41	Preserved Salve	 Green	111	Treasure	Restore 25 Health. Sanity penalties do not apply until end of round. Stackable ×3. <i>Whoa, that's the stuff!</i>	Consume
42	One Gold Ring	 Green	222	Accessory	+1d6 to rolls. May be fitted with any one gem. <i>Nice!</i>	Equip
43	Refilled Flask	 Orange	17d8	Treasure	Set Sanity to Strange. <i>Oh yeah got that one from a Friend huh?</i>	Consume
44	Iron Mace	 Blue	25d6 +17d6	Gear	+2d6 Attack, +2 Armor. <i>Geez that thing's heavy</i>	Attack
45	Shining Orb	 Any	777	Treasure	Identify all rooms within 1 space at start of each round. <i>Shiiiiiny</i>	Equip
46	Blue 1d8	 Blue	12d8+12d8	Treasure	Add result to any roll. <i>No no this one, it's blue</i>	Influence
47	Shadow Cape	 Any	377	Garment	Sneak does not require an action. <i>So is it Black? I guess more like a Gray?</i>	Equip
48	Bottle of Shadow	 Any	12d12	Treasure	Actions while sneaking do not break sneak. <i>Nobody mess with the vibe.. ok?</i>	Channel
49	A Fine Necklace	 Any	46d8	Accessory	+2d6 to rolls. May be fitted with any one gem. <i>Now ain't that a piece</i>	Equip
50	Red Ruby	 Red	652	Treasure	+1 Magic, +1 Speed. Stackable ×6. <i>The color just goes great with so many things you know?</i>	Channel
51	Pristine Statuette	 Any	487	Treasure	+3d6 Armor. Immune to physical damage. <i>That's the one.</i>	Channel
52	Black 1d4	 Black	12d4	Treasure	Add result to any roll. <i>Black this time.</i>	Influence
53	Wing Webbing	 Black	362	Treasure	Nullify next spell cast and cast Freeze on that caster. <i>So you're like a scientist or something?</i>	Channel
54	Fresh Scroll	 Colorless	110	Treasure	+1 Sanity. Stackable ×3. <i>Hot off the press</i>	Inscribe
55	Jagged Maul	 Black	37d6 +145	Gear	Attacks +4d6. Breaks 2 Armor on hit. <i>So you like designed it that way?</i>	Attack
56	Three Gold Rings	 Red	1111	Accessory	Must hold 2 Gold Rings. +3d6. <i>Ok starting to really glam out now.</i>	Equip
57	Arcane Scroll	 Purple	99d8	Treasure	+2 Magic, +1 Speed. Arcane spells cast twice. May be fitted with any gem. <i>Ok but like, you do modern stuff too right?</i>	Inscribe
58	Sturdy Staff	 Orange	112d4	Gear	+3 Armor, +3 Power. Resistant to Traps. <i>Sure footed.</i>	Attack
59	Purple Amethyst	 Purple	862	Treasure	+1 Power, +1 Health. Stackable ×6. <i>Sparkle Sparkle</i>	Channel
60	Frozen Rose	 Blue	320	Treasure	+2 Armor, +1 Magic. Cast Freeze at 96 gold per space. <i>Isn't that from that one movie?</i>	Block
61	Glimmering Ring	 Any	476 +6d12	Accessory	+1 Armor, +1 Power, +1 Speed. Stackable ×5. <i>Wait wait wait, what's the difference?</i>	Equip
62	Green Emerald	 Green	472 +7d8	Treasure	+2 Speed, +1 Magic. Stackable ×3. <i>Aren't they all like that?</i>	Channel

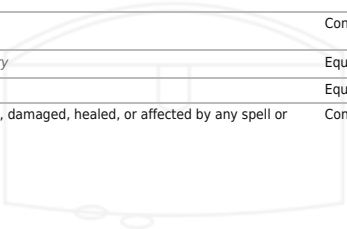


THE LOOT TABLE

PANEL 10 • ROLLS 63–92 OF 121 • 1d100 + INFLUENCE

#	ITEM	COLOR	SELL	TYPE	EFFECT	ACTION
63	Black Gauntlets	Black	66d6 +142	Gear	+4 Power, +2 Armor. Pay 66 gold to raise or lower Sanity by one level, once per turn. <i>Fist bump anyone?</i>	Attack
64	Bottle of Water	Colorless	8	Treasure	Immune to Blaze and Infernal Word until end of round. Restore +1 Sanity. Stackable x4. <i>That's it? It's all you need bro</i>	Consume
65	Twisted Fang	Red	77+7d6	Gear	+6d6 Attack. <i>Bet that one HURT</i>	Attack
66	Hand-Painted Shield	Any	4521	Gear	Automatically block 1d6 attacks. Resist Random Color. <i>You can really tell it was made with a lot of... passion!</i>	Block
67	Hand of The Queen	Red	8888	Gear	Immune to physical damage. <i>That's not even yours!</i>	Equip
68	Master's Claw	Red	9999	Gear	One-Thousand Blades as an action. <i>You're gonna just wear that?</i>	Attack
69	Crossbow & 20 Bolts	Black	625+4d6	Gear	Attack any room along a straight line. Attacks deal 6d6. Spend one full turn reloading after each shot. 20 bolts; the Smith restocks at 6 gold per bolt. <i>No jokes</i>	Attack
70	Burning Rose	Red	153d6	Treasure	+2 Speed, +1 Magic. Cast Blaze x3 at 111 gold per space. <i>I swear she gave it to me like this</i>	Attack
71	Orange 1d20	Orange	20d20	Treasure	Add result to any roll. <i>Orange</i>	Influence
72	X-Tomb Visor	Red	893+9d8	Garment	Examine and identify any chest or Room within 3 spaces. <i>Cool Shades!</i>	Equip
73	Frozen Rune	Blue	451d4	Treasure	Freeze as an action. May be set as a trap. <i>Its what we call Contingency</i>	Channel
74	All Herb	Green	420	Treasure	Cleanse as an Action. Ripple is cast automatically at the start of each turn. Stackable x4. <i>Is there anything this doesn't do?</i>	Consume
75	Dy-No-Mite	Black	818	Treasure	Destroy a Room. <i>DANGER!</i>	Channel
76	Jeweled Scroll	Green	888 + 8d8 per gem	Treasure	May be combined with any number of gems. Retains Stat boosts. Inscribe any Spell with color matching this scroll. <i>Now we're talking style!</i>	Inscribe
77	Bottle of Wine	Blue	99+99d8	Treasure	+2 Magic, +2 Armor. If paired with False Crystal: cast Madness or Respite as an action. Stackable x2. <i>Possible duplicate—what's this one called again?</i>	Channel
78	Four Gold Rings	Orange	4444	Accessory	Must hold 3 Gold Rings. +4d6. <i>Almost</i>	Equip
79	The Unbound's Scroll	Green	373	Treasure	Double effectiveness of next spell cast. <i>What is this some kind of hide?</i>	Inscribe
80	Big Bag of Gems	Any	999x999d6 +1	Treasure	+5 Power, +5 Magic. <i>Show me the money baby!</i>	Channel
81	Perfect Shell	Purple	77777	Treasure	+5 Armor. Grants Wall x3 as action. <i>Seamless</i>	Block
82	Bottle of Light	Colorless	0 during day 10d100 at night	Treasure	Cast Brilliance / Celestial Word / Radiant Touch as an action. Stackable x3. <i>Dude... how'd you get that?</i>	Channel
83	Swirling Orb	Colorless	43d6	Treasure	+6 Magic, +3 Armor. Conduit for Colorless Spells. Resistant to Spells of Color. <i>Ok nowwww we're cooking</i>	Channel
84	Pristine Ribbon	Blue	488	Treasure	Immune to Magic. <i>Not even a blemish!</i>	Equip
85	Hand of The King	Purple	99999	Gear	+10 Power. <i>Oh come on!</i>	Equip
86	Fiery Topaz	Orange	65d6+47	Treasure	Cast Gold Lightning x6. Cleanse may be cast on the whole floor. <i>It looks like the lights dancing on the inside. Can't you see?</i>	Channel
87	Elixir	Green	77	Treasure	Restore target's Armor and Health to full. Stackable x5. <i>Now THATS the stuff</i>	Consume
88	Living Branch	Green	42	Gear	Bloom as an Action. Elemental Call as an Action. <i>Are you going to bring that inside?</i>	Inscribe
89	True Crystal	Any	PRICELESS	Treasure	Inscribe any Spell to use as an Action. <i>Junk. Really it's worthless</i>	Channel
90	Crystal Flask of Dark Liquid	Choose: Black / Blue / Purple	500	Treasure	+6 Armor Power or Magic dependent on chosen color. Consume: +6d6 to Health, to the next attack, or to the next spell. <i>Should I get some cups?</i>	Consume
91	Amber Flask of Shadows	Purple	5000	Treasure	Cast Melt in Shadow on your party as an Action at no cost. <i>Well isn't that an interesting ornament!</i>	Consume
92	Fitted Home-Spun	Any	PRICELESS	Garment	Immune to Lich's Magic. Sanity penalties do not apply. <i>Yeah, got it last year still holding up.</i>	Equip

#	ITEM	COLOR	SELL	TYPE	EFFECT	ACTION
93	A Present Wrapped in Gold	Any	88888	Treasure	Roll 1d6 d100s as if rolling for loot. <i>Is it a pony???</i>	Channel
94	Exquisite Cuff-Links	Blue	3333	Accessory	Cast Ethereal Shift x8 at no gold cost per use. <i>Well aren't those nice.</i>	Equip
95	The Unbound's Best Bracelet	Red	10000	Accessory	Cast Dominate as action. <i>It's a little gaudy</i>	Equip
96	Crystal Flask of X-Color	Any	66×6d6+66	Treasure	Channel into any Spell of Color. <i>Look at how that catches the light!</i>	Channel
97	Nothing	—	—	Treasure	It's nothing. If your Loot Slots hold only Nothing, you are immune to everything. That's it.	—
98	All-Color 1d100	All Color	9d100	Treasure	Add result to any roll. <i>Ok so this one is Black right?</i>	Influence
99	Animate Shield	Red	100	Gear	Block any physical attack 100g, any number of uses. <i>It does its own thing, I'm just here.</i>	Block
100	Whisper-Blade	Blue	777	Gear	Attacks bypass Armor. +1d6 to Attacks. <i>Shhh!</i>	Attack
101	Gold-Thunder Bow	Green	PRICELESS	Gear	Gold Lightning as an action. Attacks may be made within 3 spaces. <i>They call me Zeus.</i>	Attack
102	All-Color Orb	All Color	888888	Gear	Conduit for All spells. Resistant to Spells. Immune to Colorless Spells. <i>Wait so it's Black?</i>	Channel
103	The Unbound's Mantle	Black	PRICELESS	Garment	Cast Dimension Shift as action at no gold cost (no bonus turn). <i>Great Silver Epaulettes, draped in ever-decaying vegetation</i>	Equip
104	Demon-Hand Axe	Purple	555	Gear	+6d6 to Attacks for each Sanity level below Whole. <i>All work and no play</i>	Attack
105	10d100	Any	10d100	Treasure	Add result to any roll. <i>Big Money no Whammies...</i>	Influence
106	Holy Hog's Haunch	Orange	9d6	Gear	Restore 5d6 Health each turn to any character within 1 space. Cast one random Elemental Call as an action. <i>I don't know if I can even finish this myself.</i>	Attack
107	Exquisite Cane	Purple	999999	Gear	Accell, Decell, or Freeze on Attack. The holder suffers no Sanity penalties. <i>Endlessly Engraved</i>	Attack
108	Excalibur	Orange	PRICELESS	Gear	Attacks explode on all even rolls, or all odd — determined at acquisition. <i>Ahhhh the Balance</i>	Attack
109	The Cattle-Prod	Blue	999	Gear	Targets hit must move one floor up or down. Attacks deal no damage. Only one may exist in a party. <i>Only one</i>	Influence
110	Book of All-Things	Green	PRICELESS	Gear	When used to cast a spell, casts 3 random spells from the majority color; the holder chooses if tied. (P+S+H+A+M)d6 attack, +12d6, +6 to all stats, Full Restore. <i>Yep its all in there</i>	Attack
111	Brand New Winter Coat	Any	99999	Garment	Cast Detonate as action. Immunity to Freeze. Nullify any spell as a response and destroy this item. <i>Ahhhhhhh ..so warm</i>	Equip
112	The Forgotten Doll	Any	2	Gear	Cast Omega as action. <i>Cared for once..</i>	Equip
113	Full Set of Seamless Armor	Blue	5001	Garment	Cast Rematerialize on self at no gold cost and no maximum Health reduction. <i>And a Perfect Fit!</i>	Equip
114	Scepter of the Emperor	Orange	9999999	Gear	Cast Rematerialize on others. <i>You have the Power</i>	Equip
115	Just Another X-Color Ribbon	Any	10	Treasure	Cast Rematerialize ALL with full restore. Resistant to Spells of Color. <i>Just another Ribbon</i>	Equip
116	The Master's Sash	Red	PRICELESS	Garment	Attack +50d6. <i>Finely Woven</i>	Attack
117	The Unbound's Coat of Arms	Purple	PRICELESS	Treasure	All Blue spells cast twice. Triggers Destruction ALL. <i>Two Pig Kings & an Opossum as Emperor</i>	Equip
118	A Fine Shot of Espresso	Black	500	Treasure	+2 turns this round. Stackable x5. <i>Well pulled</i>	Consume
119	The Skull Perfect	All Color	99999	Treasure	All stats set to 9, including maximum Health. All spells cast three times. <i>In all its luster & glory</i>	Equip
120	Five Gold Rings	Any	55555	Accessory	Must hold 4 Gold Rings. +10d6. Cast Gold Lightning x5. <i>Finally!</i>	Equip
121	Tall Glass of Ice Water	Any	36	Treasure	Consume as your turn. Restore 36 Health. Until the end of the Round you cannot be targeted, damaged, healed, or affected by any spell or ability, and cannot act. <i>Ahhhhh so refreshing.</i>	Consume



FLOORS 1-3 — THE UPPER TOMBS · COMMON · D12 · COLORLESS & RED

FLOORS 1-3 — THE UPPER TOMBS · COMMON · D12 · COLORLESS & RED

D12	ROOM	GOLD	LOOT	ENEMIES	EFFECT
1	The Empty Passage	—	—	None	Survival clock advances 1 hour for each player who passes through.
2	The Deep Pull	—	Rare	Floor 4-6 enemy	
3	The Shrine	—	—	None	Interact as an action. Roll 1d6: **1-2** nothing happens. **3-4** restore 36 Health to all party in Room. **5** restore 1 Sanity level to interacting player. **6** restore both AND grant +1 to the next roll.
4	The Trap Room	6d6×6	—	None	Roll Challenge (target 12) to navigate. Failure: 12 damage to the lead player. Gold is collected after successful navigation. Traps on floors 1-3 carry no Sanity cost unless a character reached 0 Health.
5	The Ghoul Nest	—	1d6: on 6, 1 Common item	1 Ghoul per player	If a Ghoul Nest is cleared in under 3 Rounds, another Nest spawns one Room ahead within 1d6 Rounds.
6	The Small Gold Room	2d6×18	—	1 Ghoul	Defeating it releases the gold.
7	The Common Cache	2d6×6	1 Common per player	1 Ghoul per player	One Common loot item per party member.
8	The Zombie Den	—	1d6: on 6 Common (Red)	1 Zombie per player	
9	The Collapsed Chamber	—	—	None	Roll Challenge (target 6) to navigate without taking 6 damage. Success grants a shortcut to the next floor — bypass 1d6 Rooms on the way down. Useful when the floor has gotten dangerous.
10	The Rest Chamber	—	—	None	Counts as shelter for the survival clock. Something is scratched into the wall — the Judge reveals one piece of intelligence about the Tombs.
11	The Merchant's Corner	—	Common for sale	None	Common loot available at 144-216 gold per item. Smith's color disposition applies — the merchant is a Town agent. Re-roll if a Merchant's Corner has already appeared on this floor.
12	The Gold Vault	6d6×36	—	None	No enemies. Just gold.

FLOORS 4-6 — THE MIDDLE TOMBS · UNCOMMON · D12 · BLUE & PURPLE

D12	ROOM	GOLD	LOOT	ENEMIES	EFFECT
1	The Sleeping Hall	—	—	None	Nothing visible. Sanity Challenge (target 6) for each player passing through. Fail: drop 1 Sanity level.
2	The Deep Pull	—	Rare guaranteed	Floor 7-9 enemy	
3	The Sanity Test	—	—	None	All players roll Sanity Challenge (target 12). Failure: drop one Sanity level.
4	The Trap Corridor	—	Uncommon	None	Roll Challenge (target 18) to navigate cleanly. Each failure costs 18 damage. One Uncommon loot item is secured at the corridor's end.
5	The Demon Threshold	—	—	1 Demon per player	
6	The Contested Chamber	—	Both faction loot	Mixed factions	Players may engage immediately, wait for one side to win, or pass through carefully (Sneak target 12). Waiting costs one Round of survival clock advance. If both factions are fully defeated, the Room yields 1 Uncommon loot item per faction.
7	The Uncommon Cache	—	1 Uncommon per player	None	Roll Challenge (target 12) to access without triggering trap. Failure: 12 damage to lead player. Success: one Uncommon loot item per party member.
8	The Phantom Gallery	—	—	1 Phantom per player	
9	The Dwindling Vault	4d6×18	—	2 Ghouls	
10	The Rest Hollow	—	—	None	Counts as shelter for the survival clock. Uneasy. Roll 1d6 on waking: **1-2** drop 1 Sanity. **3-4** sleep undisturbed. **5-6** restore 1 Sanity.
11	The Merchant's Alcove	—	Uncommon for sale	None	Uncommon loot 216-360 gold per item. Smith's color disposition applies — distrusted colors marked up 50% instead of 30%.
12	The Unbound Fragment	—	1 Unbound Vestment piece	1 Demon	Roll Challenge (target 24) to access. Failure triggers a Demon encounter. Success grants one piece of the Unbound Vestments.

FLOORS 7-9 — THE LOWER TOMBS · RARE · D12 · GREEN & BLACK

D12	ROOM	GOLD LOOT		ENEMIES	EFFECT
1	The Echoing Vault	—	—	None	Each player rolls Sanity Challenge (target 12). Pass: the Judge reveals one piece of information about a deeper Room. Fail: drop 1 Sanity level.
2	The Communion Room	—	—	None	Any player at Lost Sanity is targeted by communion. Other players cannot interfere.
3	The Trap of the Deep	—	—	None	Roll Challenge (target 24) to navigate. Failure: 36 damage directly to Health, bypassing Armor.
4	The Colorless Antechamber	—	—	None	Sanity Challenge (target 12) for all players or drop one Sanity level.
5	The Maw Den	—	Rare Maw loot	1 Maw per player	
6	The Contested Deep	—	—	Maws & Ogres	Players entering the fight take damage from both sides. If both factions are fully defeated, the Room yields 1 Rare loot item per faction. Waiting: after 1d6 Rounds one faction wins; the Room yields the loser's loot item.
7	The Rare Cache	—	1 Rare per player	None	Sanity Challenge (target 18) to enter. Failure: lose 1 Sanity AND lose access to one item from the Cache. Success: one Rare loot item per party member.
8	The Ogre Hall	—	Rare Ogre loot	1 Ogre per player	
9	The Sanity Break	—	—	None	All players roll Sanity Challenge (target 18). Failure: drop one Sanity level.
10	The Unbound Chamber	—	Multiple Unbound pieces	3	Two Vestments — roll 1d6 twice; on a duplicate, roll again. Guarded by 3 entities — roll composition for each.
11	The Final Merchant	—	Rare for sale	None	Rare loot 432-648 gold per item. Color disposition at maximum — distrusted colors marked up 100% instead of 30%. A party that recognizes them may attempt Lich Doctor's Diagnose to bring them back. Success means a friend in the Tombs. Failure means a target in the Tombs.
12	The Empty Antechamber	—	—	None	No roll. Just silence.

ROOM ROLL MECHANICS

Frequency	Roll once per Room advance. Players move into a new Room; Judge rolls 1d12 on the appropriate tier table.
Exploding Gold	All gold formulas use exploding d6. A die showing 6 rolls again and adds. No cap.
Enemy Activation	Enemies revealed by room rolls enter the turn stack immediately.
Modifier Application	Apply Lich's Attention and Square state modifiers before reading the result. A modified roll past 12 caps at 12. A modified roll under 1 caps at 1.
Re-Roll Rules	If the rolled room is contextually impossible (e.g., a Rest Chamber after a Sanity Break in the same floor, or a Merchant's Corner after the floor's Merchant has been dispatched), re-roll once. If the re-roll is also impossible, the room is empty.

THE MODIFIER TABLE — ATTENTION & SQUARE STATE

Lich's Attention Stage 1 — Watching	−1 to all floor rolls.
Lich's Attention Stage 2 — Reaching	−2 to all floor rolls. Shrine results 3-5 are reduced to nothing or +1 to the next roll.
Lich's Attention Stage 3 — Active Conflict	−3 to all floor rolls. Rest Chambers and Rest Hollows do not count as shelter.
Lich's Attention Stage 4 — Manifestation	Tomb dives are effectively impossible.
Square Festival	+2 to all floor rolls for one in-game day.
Square Empty	−1 to all floor rolls.
Character at Lost Sanity	A character at Lost Sanity may re-roll any natural 1 on a Room roll once per Tomb dive.
Daedric Tribute Active	+1 to Forest floor rolls while the tribute is active.



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THE FOREST

Infinite expanse on a single level. No contract governs conduct here. When the sheet is filled, begin another and number it.

DAILY ROLL

One 1d6 each in-game day. The result is the Forest's state **and** the Great Being wandering it.
1 Sun · 2 Rain · 3 Spring
4 Shade · 5 Storm · 6 Harvest

TODAY

VEINS

A vein yields 1d6 Stones, exploding. When a vein empties the region grays — permanently, this campaign. Nothing regrows in gray. Mark each emptied vein.

GREAT BEINGS

Approach correctly or not at all. A defeated Being's boon is lost to the Town permanently.

CELESTIAL — STATE

DAEDRIC — STATE

THE GIVER — HEALTH, FEEDINGS

NOTES